



09/718.343



INVESTOR IN PEOPLE

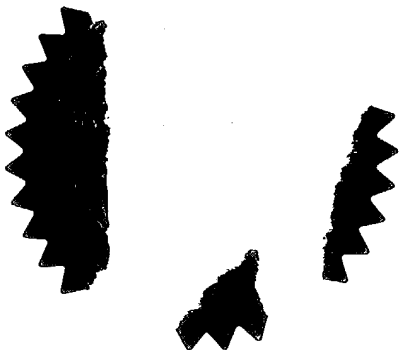
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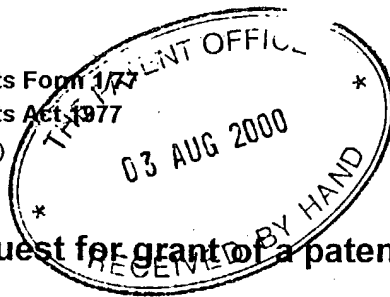
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Dated

12 December 2000

04AUG00 E558394-1 002611
P01/7700 0.01-0019080.1

Patents Form 1/77
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The
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Request for grant of a patent

The Patent Office
Cardiff Road
Newport
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1.	Your reference	
	2641602/DS	
2.	Patent Application Number	
	03 AUG 2000	0019080.1
3.	Full name, address and postcode of the or of each applicant (<i>underline all surnames</i>)	
	Canon Kabushiki Kaisha 30-2 3-Chome Shimomaruko Ohta-Ku Tokyo Japan	
	Patents ADP number (<i>if known</i>) 00362954001	
	If the applicant is a corporate body, give the country/state of its incorporation	Country: JAPAN State:
4.	Title of the invention IMAGE PROCESSING METHOD AND APPARATUS	
5.	Name of agent	Beresford & Co
	"Address for Service" in the United Kingdom to which all correspondence should be sent	2/5 Warwick Court High Holborn London WC1R 5DJ
	Patents ADP number	00001826001
6.	Priority details	
	Country	Priority application number
		Date of filing

Patents Form 1/77

7. If this application is divided or otherwise derived from an earlier UK application give details

Number of earlier application

Date of filing

8. Is a statement of inventorship and or right to grant of a patent required in support of this request?

YES

9. Enter the number of sheets for any of the following items you are filing with this form.

Continuation sheets of this form

Description 93

Claim(s) 14

Abstract 1

Drawing(s) 16

10. If you are also filing any of the following, state how many against each item.

Priority documents

Translations of priority documents

Statement of inventorship and
right to grant of a patent (*Patents form 7/77*) YES 1+1

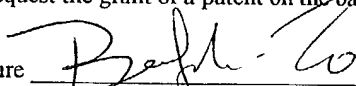
Request for preliminary examination
and search (*Patents Form 9/77*)

Request for Substantive Examination
(*Patents Form 10/77*)

Any other documents
(*please specify*)

11. I/We request the grant of a patent on the basis of this application

Signature


BERESFORD & Co

Date 3 August 2000

12. Name and daytime telephone number of
person to contact in the United Kingdom

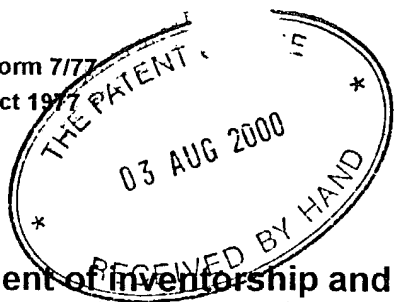
DAVID SPROSTON

Tel: 020 7831 2290

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**Statement of inventorship and of
right to grant of a patent**

The Patent Office

Cardiff Road
Newport
Gwent NP9 1RH

1. Your reference

2641602/DS

2. Patent Application Number
accompanying application reference 2641602

03 AUG 2000

0019080.1

3. Full name of the or each applicant

Canon Kabushiki Kaisha

4. Title of the invention

IMAGE PROCESSING METHOD AND APPARATUS

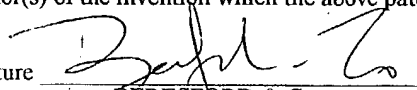
5. State how the applicant(s) derived the right from the inventor(s) to be granted a patent

By virtue of the employment of the inventor by Canon Research Centre Europe Ltd, and by virtue of an agreement between Canon Research Centre Europe Ltd and Canon Kabushiki Kaisha dated 1 January 1994.

6. How many, if any additional Patents Forms
7/77 are attached to this form?

7. I/We believe that the person(s) named over the page (and on any extra copies of this form) is/are the inventor(s) of the invention which the above patent application relates to.

Signature


BERSEFORD & Co

Date 3 August 2000

8. Name and daytime telephone number of
person to contact in the United Kingdom

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Tel: 020 7831 2290

Patents Form 7/77

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IMAGE PROCESSING METHOD AND APPARATUS

The present invention relates to the detection and matching of features in images. The present invention
5 may be used to match features in different images. Alternatively, the invention may be used to identify features in images for the purpose of for example indexing or categorisation.

The present invention is particularly suitable for
10 the identification of points within images corresponding to the same physical point of an object seen from two viewpoints. By identifying points within images corresponding to the same physical point on an object, it is possible to establish the relative positions from
15 which image data has been obtained. The image data can then be used to generate a three-dimensional model of the object appearing in the images.

The appearance of an object in an image can change in a number of ways as a result of a change of viewpoint.
20 Where one image is taken from a viewpoint that is closer to an object than another, the size of an object will appear to change. Features which are apparent when an object is viewed close up may cease to be apparent when an object is viewed from further away. Alternatively,
25 large scale features which are visible from a distance may no longer be distinct when viewed close to.

In the majority of feature detection systems for detecting features of interest in images, all features are detected at a single scale. Thus no allowance is

made for the fact that features which may be apparent at one scale may not be apparent at either a larger or a smaller scale.

It has been proposed by Lindeberg in "Scale Space Theory in Computer Vision", Kluwer Academic, Dordrecht, Netherlands 1994 that scale could be used in the characterization of features of images. In particular, Lindeberg suggests that by aiming to detect features at all possible scales, the scale at which a feature is most
10 noticeable may be determined. These "scale space" features within images may then be used to classify points within an image.

Where two images are taken at different viewpoints which result in a relative change of scale, the
15 determination of 'scale space' features in the images could theoretically provide information relevant to the determination of the relative camera positions from which the images have been obtained. However, other distortions which arise due to a change in camera
20 position can also effect the strength at which a feature can be detected within an image, and unless the strength of a feature is significantly greater at a single scale, the effect of the noise introduced by these other distortions will prevent the scale at which a 'scale
25 space' feature is most noticeable from being accurately determined.

The present invention aims to provide apparatus for identifying features which provides an alternative means of selecting feature points utilising the detection of

features at different scales.

In accordance with one aspect of the present invention there is provided apparatus for categorising points within images comprising:

5 means for receiving image data;

characterizing means for determining for points within an image corresponding to said image data, characterization values at each of a plurality of scales, wherein a characterization value for a point at a scale
10 is determined on the basis of image data corresponding to a portion of said image centred on said point and the size of said portion of said image is dependent upon said scale; and

selection means for selecting a number of feature
15 points on the basis of said determination by said characterization means; and

characterized in that;

said characterization means further comprises

(normalisation means for calculating normalised
20 characterizing strengths for points within an image corresponding to said image data wherein said normalising means is arranged to calculate said normalised characterization strengths by increasing or decreasing proportionately said characterization data to account for
25 the variation in characterization values arising due to the variation of the size of the portion of said image from which said characterization values are calculated, wherein said selection means is arranged to select said feature points on the basis of normalized

characterization strengths.

By calculating values for features in images detected at different scales in a manner which is unaffected by the size of regions used to detect a feature, a means is provided to compare the relative strengths of different sized features. By selecting those feature points having the highest values associated with them, a means is provided to select points for further processing by the apparatus. Since the selection of the points is independent of the size of a feature, where the same feature appears at different scales in two images the values associated with the features should be similar and hence both features should be selected for future processing and possible matching. Thus in this way, by providing an apparatus to select points in images in a way which enables different sized features to be detected and compared in a manner independently of their apparent size, the selection of feature points for matching points on objects in images where the images may appear at different sizes in different images is facilitated.

Another embodiment of the present invention comprises an apparatus for comparing an image against a database of images utilizing apparatus for matching feature points in the images, as has been described above.

Further aspects and embodiments of the present invention will become apparent when reading the following description with reference to the accompanying drawings

in which:

Figure 1 is a block diagram of a modular system for generating three-dimensional computer models from images of objects in which the present invention may be embodied;

Figures 2A and 2B is a pair of illustrative examples of images of an object taken from two different viewpoints;

Figures 3 and 4 are a further pair of illustrative pages illustrating the effect of changing camera viewpoint;

Figure 5 is a block diagram of a feature detection and matching module in accordance with the first embodiment of the present invention;

Figure 6 is a flow diagram of the processing of the control module program of the feature detection and matching module of Figure 5;

Figures 7A and 7B are a flow diagram of the processing of data in accordance with the detection module program of the feature detection and matching module of Figure 5;

Figure 8 is a flow diagram of the processing of the characterization module of the feature detection and matching module of Figure 5;

Figures 9A, 9B and 9C are a flow diagram of the calculation of rotational invariants by the characterization module;

Figures 10, 11, 12A, 12B, 13A and 13B are illustrative examples of the distribution of scaling

factors used in scaling masks to calculate approximations of complex coefficients for the calculation of rotation invariants;

Figure 14 is a flow diagram of the processing of the matching module of the feature detection and matching module of Figure 5; and

Figure 15 is a block diagram of an apparatus for retrieving images from a database of images utilizing a characterization and matching module in accordance with a third embodiment of the present invention.

FIRST EMBODIMENT

Figure 1 schematically shows the components of a modular system in which the present invention may be embodied.

These components can be effected as processor-implemented instructions, hardware or a combination thereof.

Referring to Figure 1, the components are arranged to process data defining images (still or moving) of one or more objects in order to generate data defining a three-dimensional computer model of the object(s).

The input image data may be received in a variety of ways, such as directly from one or more digital cameras, via a storage device such as a disk or CD ROM, by digitisation of photographs using a scanner, or by downloading image data from a database, for example via a data link such as the Internet, etc.

The generated 3D model data may be used to: display an image of the object(s) from a desired viewing position; control manufacturing equipment to manufacture a model of the object(s), for example by controlling cutting apparatus to cut material to the appropriate dimensions; perform processing to recognise the object(s), for example by comparing it to data stored in a database; carry out processing to measure the object(s), for example by taking absolute measurements to record the size of the object(s), or by comparing the model with models of the object(s) previously generated to determine changes therebetween; carry out processing so as to control a robot to navigate around the object(s); store information in a geographic information system (GIS) or other topographic database; or transmit the object data representing the model to a remote processing device for any such processing, either on a storage device or as a signal (for example, the data may be transmitted in virtual reality modelling language (VRML) format over the Internet, enabling it to be processed by a WWW browser); etc.

The feature detection and matching module 2 is arranged to receive image data recorded by a still camera from different positions relative to the object(s) (the different positions being achieved by moving the camera and/or the object(s)) or frames from a video camera, where there is an interruption and change of view point within a stream of video images such as arises when a

user switches off a video camera and restarts filming an object from a different position. The received data is then processed in order to match features within the different images (that is, to identify points in the
5 images which correspond to the same physical point on the object(s)).

The feature detection and tracking module 4 is arranged to receive image data recorded by a video camera as the
10 relative positions of the camera and object(s) are changed (by moving the video camera and/or the object(s)). As in the feature detection and matching module 2, the feature detection and tracking module 4 detects features, such as corners, in the images.
15 However, the feature detection and tracking module 4 then tracks the detected features between frames of image data in order to determine the positions of the features in other images.

20 The camera position calculation module 6 is arranged to use the features matched across images by the feature detection and matching module 2 or the feature detection and tracking module 4 to calculate the transformation between the camera positions at which the images were
25 recorded and hence determine the orientation and position of the camera focal plane when each image was recorded.

The feature detection and matching module 2 and the camera position calculation module 6 may be arranged to

perform processing in an iterative manner. That is, using camera positions and orientations calculated by the camera position calculation module 6, the feature detection and matching module 2 may detect and match
5 further features in the images using Epipolar geometry in a conventional manner, and the further matched features may then be used by the camera position calculation module 6 to recalculate the camera positions and orientations.

10

If the positions at which the images were recorded are already known, then, as indicated by arrow 8 in Figure 1, the image data need not be processed by the feature detection and matching module 2, the feature detection
15 and tracking module 4, or the camera position calculation module 6. For example, the images may be recorded by mounting a number of cameras on a calibrated rig arranged to hold the cameras in known positions relative to the object(s).

20

Alternatively, it is possible to determine the positions of a plurality of cameras relative to the object(s) by adding calibration markers to the object(s) and calculating the positions of the cameras from the
25 positions of the calibration markers in images recorded by the cameras. The calibration markers may comprise patterns of light projected onto the object(s). Camera calibration module 10 is therefore provided to receive image data from a plurality of cameras at fixed positions

showing the object(s) together with calibration markers, and to process the data to determine the positions of the cameras. A preferred method of calculating the positions of the cameras (and also internal parameters of each camera, such as the focal length etc) is described in "Calibrating and 3D Modelling with a Multi-Camera System" by Wiles and Davison in 1999 IEEE Workshop on Multi-View Modelling and Analysis of Visual Scenes, ISBN 0769501109.

10 The 3D object surface generation module 12 is arranged to receive image data showing the object(s) and data defining the positions at which the images were recorded, and to process the data to generate a 3D computer model representing the actual surface(s) of the object(s), such as a polygon mesh model.

The texture data generation module 14 is arranged to generate texture data for rendering onto the surface model produced by the 3D object surface generation module 12. The texture data is generated from the input image data showing the object(s).

Techniques that can be used to perform the processing in the modules shown in Figure 1 are described in EP-A-0898245, EP-A-0901105, pending US applications 09/129077, 09/129079 and 09/129080, the full contents of which are incorporated herein by cross-reference, and also Annex A.

The present invention may be embodied in particular as

part of the feature detection and matching module 2 (although it has applicability in other applications, as will be described later).

5 Prior to describing in detail a feature detection and characterization module 2 in accordance with a first embodiment of the present invention, the problems of accurately matching points within images of an object seen from different viewpoints arising due to the
10 differences in appearance resulting from a change of view point of an object will briefly be discussed.

Figures 2A and 2B are illustrative examples of two images recorded by a still camera from different positions
15 relative to the same object. In this example the image 20 of Figure 2A comprises an image of a house 22 as viewed from in front. In the image can be seen four windows 24,26,28,30, a front door 32 and a chimney 34. Next to the house to the right of the house there is a
20 flower 36.

The image 40 of Figure 2B comprises an image of the same house 42 taken from a viewpoint to the left of the position in which the first image 20 has been taken.
25 Again visible in the image are four windows 44,46,48,50, a front door 52 and a chimney 54. A flower 56 is also visible to the right of the house 42.

As an initial step for establishing the relative camera

positions between two images of the same object, it is necessary to establish which points in the images correspond to the same physical points of the objects appearing within the images. Where a sequence of images
5 are taken with a video camera the differences between consecutive images, unless there is an interruption in the video image stream, are usually very small. It is therefore possible, provided there has been no interruption in the video image stream, to constrain the
10 search for points in images which correspond to the same physical point on an object to a small area in the same region of a second image and then determine the effect of moving the camera in terms of a translation applied to pixels within that portion of the image.

15

In contrast, where a still camera is used to obtain image data of objects from different viewpoints or where a video camera has been switched off between two image frames in the video stream the difference between the
20 view point in two images can be much larger. As the difference in viewpoints increases it is no longer adequate to assume that the change in viewpoint can be approximated as a translation of portions of an image since in addition to translation the parts of an image
25 are also distorted as a result of the change of view point.

Thus for example looking at the exemplary images of Figures 2A and 2B it is apparent that the square windows

24,26,28,30 appearing in the image 20 of Figure 2A are stretched and skewed so as to appear as parallelograms 44,46,48,50 in the image 40 of Figure 2B. This is in addition to the windows 44,46 on the left hand side of the house being translated further down the image and the window 48,50 on the right hand side of the house being translated up in the image 40 of Figure 2B compared to the same windows 24-30 in the image 20 of Figure 2A. Furthermore, in contrast to the appearance in the image 20 of Figure 2A, in the image 40 of Figure 2B because the windows 44,46 on the left hand side of the house are now closer to the camera than the windows 48,50 on the right hand side of the house, the relative proportions of the windows has changed with the windows 44,46 on the left hand side of the house in the second image 40 being larger than the windows 48,50 on the right hand side of the house.

Since the appearance of an object can change significantly it is necessary to identify characteristics of an image which are not affected by the distortions resulting from a change of viewpoint. By characterizing points within an image which are not significantly affected by the distortions of the appearance of an image resulting from changes in camera position, it is possible to use the characterization of an image to establish which points within pairs of image correspond to the same physical points on an object.

Figures 3 and 4 are two further exemplary images to illustrate a further problem with the matching of the points in images corresponding to the same physical points on an object. One of the problems of matching
5 feature points in images of an object arises from the possibility that an object in one image may appear as a smaller or larger object in another image due to the fact that the two images have been taken from camera positions further or closer to an object.

10

Figure 3 is an image showing a building block 100 in the foreground of a window 102 in the background with a landscape 104 visible through the window. The window panes of the window 102 form a cross at the centre of the
15 window where they meet.

Figure 4 is an example of an image of the same scene taken from the camera viewpoint much closer to the building block 100. In the image of Figure 4 the
20 building block 100 appears to be much larger than it does in the image of Figure 3.

The possibility that objects may appear to be of different sizes in different images due to a change of
25 camera viewpoint gives rise to two separate problems when attempting to establish correspondence between points in one image and points in another image.

The first problem arising from changes of camera

viewpoint that may cause a change of scale is that a change of scale may cause different points of interest to be selected for future characterization, thus making future matching impossible. This problem arises because
5 some large scale features such as the cross at the centre of the image of Figure 3 may only become apparent when a large area of an image is considered. However, if only large areas of images are considered for the detection of points of interest, smaller feature points such as the
10 corners of the building block 100 as it appears in Figure 3 may be overlooked. However, where changes of scale are likely to occur it is necessary that both large and small features are detected since these may subsequently appear as small or large features in future images. Thus for
15 example the small feature that appears as the corner of the building block 100 in the image of figure 3 appears as a far larger feature in the image of Figure 4.

The second problem arising due to changes of scale arises
20 after a selection of features of interest has been made. When feature points of interest have been selected, the features need to be characterized so that matching may occur. If features appearing as a large feature in one image are to be matched with the features which appear as
25 a small feature in another image, it can be important to account for the fact that the features appear at different sizes as the characterization of a feature may vary due to the apparent size of the feature in an image. If no allowance is made for the possibility that the same

feature may appear at different scales in different images when characterizing features the characterization of an image feature may be dependent on the size at which it appears and hence matching different sized
5 representations of the same image may be impossible using such characterizations.

The present embodiment includes a feature matching and detection module 2 which provides a number of means by
10 which differences in images arising from a change of camera viewpoint can be accounted for and hence enabling matching of features appearing in images taken from spaced view points to be facilitated as will now be described.

15

FEATURE DETECTION AND MATCHING MODULE

Figure 5 is a block diagram of a feature detection and matching module 2 in accordance with the first embodiment of the present invention. The feature detection and
20 matching module 2 in this embodiment is arranged to receive grey scale image data recorded by a still camera from different positions relative to an object or video image data where an interruption in a video stream has occurred and filming has restarted from a different
25 position and to output a list of pairs of co-ordinates of points in different images which correspond to the same physical point of the object appearing in the images. The list of pairs of co-ordinates can then be used by the camera position calculation module 6 to determine the

orientation and position of the camera focal plane when each image was recorded. In this embodiment the feature matching and detection module 2 is arranged to perform processing iteratively with the camera position calculation module 6 to match image feature points
5 utilizing calculated camera positions and then refine calculated camera positions on the basis of those matched feature points.

10 The feature detection and matching module 2 comprises an image buffer 60 for receiving grey scale image data, comprising pixel data for images, and camera position data from the camera position calculation module. The image buffer 60 is connected to an output buffer 62 via
15 a central processing unit (CPU) 64 which is arranged to process the image data stored in the image buffer 60 to generate a list of matched points output to the output buffer 62. The processing of image data by the CPU is in accordance with a set of programs stored within a read
20 only memory (ROM) 66 which is connected to the CPU 64. In this embodiment the feature detection and matching module 2 is arranged to receive and process images of 768 by 576 pixels.

25 The programs stored in the ROM 66 comprise a control module 70 for coordinating the overall processing of the programs stored in the ROM 66, a detection module 72 for identifying features to be matched between images, a characterization module 74 for characterizing the

features detected by the detection module 72 and a matching module 76 for matching features detected by the detection module 72 on the basis of the characterization of those features by the characterization module 74.

5

The CPU 64 is also connected to a random access memory (RAM) 78 which is used for the storage of variables calculated in the course of detecting features in images, characterizing those features and matching them to
10 generate an output list of matched points between pairs of images.

Figure 6 is a flow diagram of the control module program 70 for coordinating the flow of control of the processing
15 of data by the feature detection and matching module 2. Initially the control module 70 waits until image data is received (S1) and stored in the image buffer 60. This causes the control module 70 to invoke the detection module 72 to analyse the image data stored in the image
(buffer 60 to ascertain (S2) a number of feature points
20 within the images stored in the image buffer 60 which are to be further processed to determine whether they can be matched as correspond to the same physical point on an object in two images stored within the image buffer 60 as
25 will be described in detail later. The co-ordinates of the potential feature points of interest detected in the images stored in the image buffer 60 are then stored in RAM 78 together with other data relating to the feature points for use in the subsequent processing by the CPU 64

as will be described later.

When the feature points for a pair of images have been determined and stored in RAM 78 the control module 70
5 then invokes the characterizing module 74 to characterize (S3) each of the detected feature points using portions of the images around detected feature points as will be described in detail later. Data representative of the characterization of each of the feature points is then
10 stored in RAM 78 so that it may be used to match points in different images as corresponding to the same physical point in an object appearing in the images.

When all of the feature points in a pair of images have
15 been characterized by the characterization module 74 the control module 70 then invokes the matching module 76 to match (S4) the feature points characterized by the characterization module 74 in different images as corresponding to the same physical point on an object on
20 the basis of the characterization data stored in RAM 78.

After the matching module 76 has determined the best matches for feature points characterized by the characterization module 74 the control module 70 causes
25 a list of pairs of matched feature points to be output (S5) to the output buffer 62.

FEATURE DETECTION

The detection module 72 is arranged to process image data

stored in the image buffer 60 to select a number of feature points which are candidates for matching by the characterization module 74 and the matching module 76.

5 As part of the processing of image data to select feature points, the detection module 72 is arranged to generate smoothed image data by averaging values across a number of pixels to eliminate small features and to calculate feature strength values indicating the presence of
10 features utilizing only limited areas of a smoothed image to eliminate large features. By linking these processes to a scaling factor and processing the image data for each of a predefined set of scaling factors, features of different sizes are detected and assigned feature
15 strengths. In order that comparisons of feature strength can be made regardless of the scale factor which was used in the process to detect a feature, these feature strength values are calculated utilizing the selected scale factor to enable comparison of the strengths of
20 features of different sizes as will now be described.

Figures 7A and 7B are a flow diagram of the processing of data in accordance with the detection module 72 stored in ROM 66. In this embodiment of the present invention the
25 feature points of images stored within the image buffer 60 are selected on the basis of processing the image data to detect points within the images representative of corners on objects within the images.

Initially (S10) the detection module 72 causes the CPU 64 to calculate a smoothed set of image data based on the image data stored in the image buffer 60. In order to calculate a grey scale value for each pixel in the smoothed image, the sum of the grey scale pixel values of a region of the image centred on corresponding pixels in the image data is determined where the contribution of each pixel in that region of the image is scaled in accordance with a Gaussian function $G(x,y)$ where:

10

$$G(x,y) = \exp \frac{-(x^2 + y^2)}{\sigma_s^2}$$

where x and y are the relative x & y coordinates of a pixel relative to the pixel for which a value in the smoothed image is to be calculated and σ_s is the first of the set of scale factors stored in memory. In this embodiment the detection module 72 is arranged to detect features using a stored set of scale factors comprising the values of 0.5, 0.707, 1.414, 2, 2.828 and 4 with the first scale factor being 0.5. Each of the scale factors is associated with stored window size of square regions for calculating smoothed images and averaged second moment matrices at an associated scale as will now be described.

25 By calculating a smoothed image from the image data stored in the image buffer 60 a set of image data is

obtained where the values for pixels in the smoothed image are dependent upon regions within the image. This has the effect of eliminating from the image data representing very small features which might otherwise be detected as a corner in the future processing of the image.

The scale at which an image is smoothed determines the extent to which the pixel value for a pixel in the smoothed image is determined by neighbouring pixels. Where a small value is selected for σ_s , the effect of scaling is such that the contribution of other pixels reduces rapidly as the pixels get further away. Thus the value for a corresponding pixel in the smoothed image may be determined by only considering a small region of image data centred on a pixel with the contribution of pixels outside of that region being ignored. In contrast, for larger values σ_s the contribution of more distant pixels in the image data is more significant. It is therefore no longer appropriate to ignore the contributions of these more distant pixels. A larger number of pixels in the image data must therefore be considered for the calculation of pixel values in a smoothed image at such larger scale.

25

Thus in this embodiment of the present invention when calculating a smoothed image at a scale associated with a small value of σ_s a 3 x 3 region of pixels centred on a pixel in the original image is used to determine a

value of the corresponding pixel in the smoothed image.
 For larger values of σ_s , progressively larger square
 regions are used with the size of the region being
 selected so that the scaling for those pixels whose
 5 contribution is not calculated is less than a threshold
 value for example e^{-8} . As stated previously each of
 these window sizes is stored in association with a scale
 factor and utilised automatically when the associated
 scale factor is utilised to generate a smoothed image.

10

When a smoothed image has been calculated and stored in
 memory 78 the detection module 72 then causes (S12) the
 CPU 64 to calculate for each pixel in the smoothed image
 a second moment matrix M where:

15

$$M = \begin{pmatrix} I_x^2 & I_x I_y \\ I_x I_y & I_y^2 \end{pmatrix}$$

20

where I_x and I_y are derivatives indicative of the rate of
 change of grey scale pixel values for pixels in the
 smoothed image along x and y coordinates respectively
 calculated in a conventional manner by determining the
 difference between grey scale values for adjacent pixels.
 The calculated values for the second moment matrices for
 each of the pixels in the smoothed image are then stored
 in the memory 78 for future processing.

25

The detection module 72 then causes (S14) an averaged
 second moment matrix for each of the pixels in a region

to be calculated by the CPU 64. These averaged second moment matrices are calculated in a similar manner to the calculation of the smoothed image in that the averaged second memory matrix for a pixel is calculated from the
5 sum of the second moment matrices for pixels in a square region centred on a selected pixel scaled by a scaling factor $G(x,y)$ where:

$$G(x,y) = \exp \frac{-(x^2 + y^2)}{\sigma_t^2}$$

10 where x and y are the relative x & y coordinates of a pixel in a square region centred on the pixel for which an averaged second moment matrix image is to be calculated and σ_t is a scale factor selected from a stored set of scale factors.

(15

As has previously been stated in relation to the calculation of a smoothed image from received image data since the scale selected for an averaging operation determines the rate at which contributions from
20 surrounding pixels declines, the selected scale also determines size of the region centred on a pixel which is relevant for determining the average as the scaled contribution of more distant pixels ceases to be of importance. Thus as in the case of the calculation of
25 the smoothed image only a limited number of second moment

matrices for pixels adjacent to a selected pixel need to be determined with those pixels whose contribution scaled by a factor of less than a threshold value, in this embodiment e^{-8} being ignored.

5

In this embodiment of the present invention the scale σ_t at which second moment matrices in a region are determined is set to be equal to $2 \sigma_s$. In this way the value determined for an averaged second moment matrix
10 centred on a pixel is determined on the basis of the second moment matrices for pixels in a square region whose size is dependent on the value of σ_s which is selected. Similarly the size of a region is selected by utilising a window size stored in association with a
15 scale factor, which is twice the size of the window size used for generating a smoothed image with the same associated scale factor.

The combined effect of the smoothing operation to
20 generate smoothed image and the subsequent averaging operation to calculate an averaged second moment matrix is to restrict the size of features which are detected by the detection module 72. Both operations, since they involve the determining of a calculated value for a pixel
25 utilizing a region of an image act to eliminate the effect of small features whose effect is spread by the averaging process. However, since both processes only calculate values for pixels based on fixed regions of image data, features in the original image which are only

apparent when larger regions of image data are considered will also be effectively filtered by the detection module 72. Thus the averaged second moment matrices calculated for each pixel are representative of features in the original image, which have a size lying within a range defined by σ_s .

For each of the pixels for which an averaged second moment matrix has been calculated a normalised corner strength is then determined (S16) by the detection module 72. In this embodiment the normalised corner strength comprises a calculated value for a Harris corner detector scaled by σ_s^{-4} . The normalised corner strength for a pixel is calculated using the following equation:

$$\text{NormalisedCornerStrength} = \frac{1}{4 \sigma_s} [\det M_A - 0.04 * (\text{trace } M_A)^2]$$

where M_A is the averaged second moment matrix calculated for a pixel.

The calculated normalised corner strength for a pixel, the average second moment matrix and the co-ordinate of the pixel are then stored (S18) in memory 78. In this embodiment the normalised corner strength is used for selecting feature points for further characterization as will be described later. The averaged second moment matrix is used in the subsequent processing of selected feature points as will also be described later. By storing the value of the averaged second moment matrix

the necessity of having to recalculate this matrix subsequently is avoided.

By calculating the normalised corner strength in the
5 manner described above the calculated normalised corner
strength is independent of the values selected for σ_s ,
since the difference in the values in M_A arising from the
determination of an averaged second moment matrix for a
smoothed image across a region dependent upon a selected
10 value for σ_s are accounted for by making the normalised
corner strength proportional to σ_s^{-4} .

Thus if two different sized regions in two images
correspond to the same object taken from view points at
15 different distances from the object the calculated
normalised corner strengths for the same physical point
on an object will be comparable. Therefore by selecting
a set of feature points for further characterization on
the basis of the calculated normalised corner strengths,
20 the same feature points can be selected regardless of the
actual scale at which those features are detectable and
hence the same features should be selected regardless of
the apparent changes of size of an object due to changes
of view point.

25

The calculated normalised corner strength for a pixel is
indicative of a relative measure of the extent to which
a region of an image centred on a point is indicative of
a corner. Where a pixel is associated with a normalised

corner strength is greater than its neighbours, this indicates that the pixel corresponds most closely to a point which has the appearance of a corner. In order to identify those points within an image which most strongly correspond to corners, the detection module 72 compares
5 calculated normalised corner strengths for each pixel with the calculated normalised corner strengths for the neighbouring pixels. In this embodiment this is achieved by the detection module 72 first determining (S20)
10 whether normalised corner strengths have been stored for all the adjacent pixels in the region of the image for which the locations of normalised corner strength maxima are currently being determined. If the normalised corner strength has not yet been calculated for all adjacent
15 pixels in this region of an image, the next pixel (S22) is selected and an average second moment matrix for that pixel and normalised corner strength is calculated and stored (S22, S14-S18).

(

20 When the detection module 72 determines (S20) that normalised corner strengths have been determined for all pixels in the current region for which the local corner strength maxima are to be calculated, the detection module 72 then determines (S24) which of the pixels
25 correspond to local maxima of normalised corner strength. The co-ordinates of these local maxima are then stored in the memory 78 together with the associated normalised corner strength, the averaged second moment matrix calculated for that pixel, and the scale σ_s at which the

corner was detected.

When the local maxima for a region of an image have been determined, the detection module 72 then checks (S26)
5 whether the region of the image for which corner strengths are currently being calculated corresponds to the last region of an image for which local corner strength maxima are determined. If the region of an image for which corner strengths are currently being
10 determined is not the last region of an image for determining corner strength the detection module 72 then updates the areas of memory 78 storing data relating the normalised corner strengths for those pixels which are no longer necessary for determining the value for local
15 maxima in the subsequent regions of the image to indicate that they may be reused and then calculates further normalised corner strengths (S28, S14-20) in the next region of the image and then determines and stores local maxima of corner strength for that region (S24).

20

The determination of local maxima region by region therefore enables data which is no longer necessary to determine local maxima to be overwritten and hence minimises the memory required for the determination of
25 which pixels correspond to local maxima and hence are most representative of corners in the original image.

If the detection module 72 determines (S26) that the pixels corresponding to local maxima of corner strength

have been determined for all the pixels in the image the detection module 72 then (S30) determines whether the scale used for calculating smoothed images and average second moment matrices corresponds to the final scale
5 where $\sigma_s = 4$. If the scale does not correspond to the final scale the detection module 72 then selects (S32) the next largest scale for use to calculate a new smoothed image and a further set of local maxima of normalised corner strengths (S14-S30).

10

In this embodiment of the present invention the scales used for setting the values of σ_s correspond to a set of scales where the value of σ_s for each scale is geometrically greater than the previous scale at a ratio
15 of $\sqrt{2}$, with σ_s ranging between 0.5 and 4 i.e. $\sigma_s = 0.5, 0.707, 1, 1.414, 2, 2.828$ and 4. The detection of features at a number of widely spaced scales ensures that as far as possible different feature points are detected at each scale. In this embodiment scales greater than 4
20 are not used as the processing required for generating smoothed images and average second moment matrices at such larger scales are relatively high and the smoothing at such large scales results in a loss of locality of feature points detected using such large scales.

25

When corner strengths and the co-ordinates of local maxima of corner strengths have been calculated at all of the selected scales, the detection module 72 then (S34) filters the data corresponding to the local maxima

detected on the basis of the normalised corner strengths for those pixels to select a required number of points which have the highest corner strength and hence are most strongly indicative of corners within the images. In this embodiment, which is arranged to process image of 768 by 576 pixels, the top 400 points indicative of highest corner strengths determined at any of the seven scales with σ_s ranging between 0.5 and 4.

10 When a desired number of feature points most strongly indicative of corners have determined by the detection module 72 the feature detection and characterizing module 2 will have stored in RAM 78 a set of coordinates for the feature points, each having an associated scale at which

15 the feature point has been detected and the averaged second moment matrix for a region of the smoothed image centred on the feature point. In this embodiment, the control module 70 then invokes the characterization module 74 to generate a set of data characterizing the

20 feature point in a way which is not significantly affected by viewing objects from different viewpoints as will now be described.

FEATURE CHARACTERIZATION

25 In order to characterize feature points in a way not significantly effected by distortions arising from viewing objects from different view points, the characterization module 74 in this embodiment characterizes each of feature points on the basis of

processed image data for a region centred on that feature point, the size of which is selected utilizing information indicative of the size of a feature which has been used to select the feature point which is then
5 converted into an image of a fixed size. This has the effect of making the characterization substantially independent of the distance at which an image of an object is recorded.

10 The resized image data is then processed to remove distortions arising from stretch and skew which result from viewing planar surfaces or surfaces which are approximately planar from different view points. The characterization module in this embodiment then generates
15 a characterization vector utilising the processed image data, comprising a set of values which are substantially independent of rotation of the processed image data which could arise either from rotations within the initial image data or from the processing to remove the effects
20 of stretch and skew.

Figure 8 is a flow diagram of the processing of the characterization module 74 to characterize a feature point selected by the feature detection module 72. The
25 processing of Figure 8 is carried out for each of the feature points detected by the feature detection module 72 so that all of the feature points are characterized in a way substantially independent of distortions resulting from viewing objects from different view points.

As an initial step (S40) for characterizing a feature point, the characterization module 74 selects a portion of an image, centred on the feature point to be used as an image patch to characterize that feature point. In this embodiment of the present invention, the characterization module 74 determines the size of this image patch used to characterize a feature point on the basis of the scale at which a feature point was detected by the detection module 72. In the present embodiment, the characterization module 74 is arranged to utilize an image patch for the characterization of a feature point centred on the feature point that is twice the size of the region of an image used to detect the presence of a feature point. In this way a feature point is characterized by an image patch which necessarily includes the entirety of the feature detected by the feature detection module 72. By characterizing a feature point using an image patch centred on the feature point which is larger than the region of an image used to detect a feature, the inclusion of some additional image data is ensured which allows for the image to be transformed to account for stretch and skew as will be described in detail later.

After the characterization module 74 has selected the size of an image patch centred on a feature point, on the basis of the scale associated with the feature which has been detected, the characterization module 74 then re-samples (S42) this image patch of the image to obtain

a new image patch of fixed size. In this embodiment the size of the new image patch is set at 128 x 128 pixels. This resizing of the image patch is achieved by linear interpolation of values for pixels in the new image patch
5 based upon the values of pixels in the original image patch. When a re-sampled image patch has been calculated this is stored in RAM 78.

The feature characterization module 74 then calculates a
10 transformation required to transform the resized image patch into an image patch in which the effect of stretch and skew have been removed. The second moment matrix for an image patch comprises values which are indicative of the rate of change of grey scale values in the image
15 patch along the x and y coordinates. The second moment matrix for an image patch is therefore indicative of how an image patch appears to be stretched and skewed, and can therefore be utilized to determine a transformation to remove the distortions resulting from stretch and skew
(20 which transform squares into parallelograms and circles into ellipses as will now be described.

Firstly, the characterization module 74 calculates (S44) a value for the square route of an averaged second moment
25 matrix for the current image patch. In this embodiment, since a value for the averaged second moment matrix for a feature point is calculated and stored as part of the detection of feature points by the detection module 72 for an initial iteration, this stored value for the

averaged second moment matrix for a feature point on which the image is centred is utilised as the value for a calculated second moment matrix for an image patch centred on that feature point. For subsequent iterations
 5 an average second moment matrix for an image patch is calculated in the same way as has been described in relation to the calculation of second moment matrices by the detection module 72.

10 When either a stored value for an averaged second moment matrix has been retrieved from memory, or a value for the average second moment matrix for an image patch has been calculated directly from the image data for an image patch the square root of this averaged second moment
 15 matrix is then determined by calculating a Cholesky decomposition of the average second moment matrix. The Cholesky decomposition is the decomposition of the averaged second moment matrix M so that:

20
$$\begin{pmatrix} a & 0 \\ b & c \end{pmatrix} \begin{pmatrix} a & b \\ 0 & c \end{pmatrix} = \begin{bmatrix} I_x^2 & I_{xy} \\ I_{xy} & I_y^2 \end{bmatrix}$$

where $a = I_x$, and b and c are values determined by the Cholesky decomposition of the averaged second moment matrix.

25 The characterization module 74 then determines (S46) if this calculated square root is equal to the identity

matrix. If the square root of the second moment matrix for an image is equal to the identity matrix the image patch is already indicative of an image which has had the effect of stretch and skew removed and hence no further transformation is required. The characterization module then proceeds to characterize such an image by calculating a set of rotational invariants (S54) as will be described later.

10 If the square root of the second moment matrix is not equal to the identity matrix, the characterization module 74 instead proceeds to calculate a transformed image corresponding to the image patch transformed by the square root of the second moment matrix for the image patch scaled by a scaling factor λ where

$$\lambda = 1/(\text{DetM})^{1/2}$$

In this embodiment this transformed image patch is then generated (S48) by the characterization module 74 determining the co-ordinates of points corresponding to origin of pixels in a transformed image and then calculating (S50) pixel values on the basis of linear interpolation of a pixel value for these points utilising the distances and pixel values for the closest adjacent pixels in an original image, in a conventional manner.

Thus for example where by applying the inverse of the square root of the averaged second moment matrix scaled

by $1/(\det M)^{1/2}$ to a point corresponding to pixel at position x_1, y_1 , the origin for that point is determined to be x_2, y_2 . A value for the pixel at x_1, y_1 in the transformed image is calculated by using the pixel values corresponding to the
5 pixels which are closest to the point x_2, y_2 in the original image to interpolate a calculated value for that point. A transformed image is then built up by calculating pixel values for each of the other points corresponding to pixels in the transformed image by
10 determining the origin for those pixels in an original image by applying the inverse square root scaled by $1/(\det M)^{1/2}$ and then calculating pixel values by interpolating a value for a pixel in the new image from the values for pixels adjacent to the origin for that
15 pixel using linear interpolation.

The characterising module 74 then determines (S52) whether a required number of iterations have been performed. In this embodiment the maximum number of
20 iterations is set to be equal to two. If the required number of iterations is not equal to the maximum number of iterations which are to be performed the characterizing module 74 then proceeds to calculate the square root for the averaged second moment matrix for the
25 transformed image patch and then generates a new transformed image utilizing this square root of the averaged second moment matrix for the image patch (S44-S52).

If the characterization module 74 has performed the maximum number of iterations required or it has been established that after calculating a second moment matrix for an image patch that second moment matrix is equal to identity, the transformed image patch will then correspond either exactly or approximately to an image patch from which the effects of stretch and skew have been removed. The characterization module then proceeds to calculate a set of rotational invariants (S54) to characterize the transformed image in a manner which is substantially independent of rotation of the transformed image as will be described in detail below.

As stated above the second moment matrix for an image patch is indicative of the rate of change of grayscale value across an image patch. Where one image patch corresponds to another image patch which has been stretched and skewed by an affine transformation if both of these image patches are transformed by the above described process so that the second moment matrix for both of the image patches is equal to identity the transformed image patches will correspond to each other subject to an arbitrary rotation provided the second moment matrix is calculated for what amounts to identical portions of an image. This correspondence arises as is explained in "Shape-adapted Smoothing in Estimation of 3-D Shape Cues from Affine Deformations of Local 2-D Brightness Structure", Image and Vision Computing, 15 (1997) pp422-423 because of the relationship for a second

moment matrix that:

$$M(BJ) = B^T M'(J) B$$

5 where B is a transformation resulting in stretch and skew of an image patch, M(J) is an averaged second moment matrix for an image patch J, and M'(J) is the second moment matrix for an image patch J for a region of an image J which corresponds to the image patch BJ.

10

It then follows that if for two images J and J' which correspond to the same part of an image, $M(J) = M(J') = I$ and $J' = BJ$

$$\begin{aligned} \text{then } I &= M(J') \\ 15 \quad &= M(BJ) \\ &= B^T M'(J) B \\ &= B^T I B \\ &= B^T B \text{ which implies } B \text{ is a rotation} \end{aligned}$$

(and hence J and J' are the same image subject to an arbitrary rotation B, provided J and J' correspond to the same portions of an image (i.e. $J' = BJ$).

In the present embodiment, the characterization module 74 is arranged to transform an image patch by a number of transformations equal to the square root of an averaged second moment matrix scaled by a scaling factor equal to $1/\det(M)^{1/4}$. These transformations have the effect of transforming the original 128 x 128 image patches used to characterize a feature point to correspond to a distorted

image patch in the original image. This amounts to an approximation which is equivalent to varying of the shape of the region used for selecting an image patch so that the image patches used to characterize feature points of an object appearing in images taken from different view points correspond to the same patches of the objects appearing in each of the images. Therefore if the second moment matrix patch for such transformed images is equal to the identity matrix, the above relationship that transformed images will correspond subject to an arbitrary rotation will hold. It has been found that good matching results occur when only one or two iterations transform an image patch and hence in this embodiment the total number of iterations is limited to two.

In this embodiment of the present invention after a transformed image patch for a feature point has been transformed to account for changes in scale, stretch and skew, this transformed image patch is then used to generate a characterization vector characterizing the feature point in a way substantially unaffected by distortions arising from changes of the appearance of an object by being viewed from different view points. This is achieved by generating a characterisation vector utilising calculated rotational invariants for the image patch as the combined result of processing a portion of an image to account for changes in scale, stretch skew and rotation is to characterise a point in a way

substantially unaffected by distortions arising from changes of camera view point.

To achieve this the characterisation module 74 in this embodiment is arranged to generate a characterization vector utilizing values determined using a set of masks to calculate a set of complex coefficients comprising approximate determinations of

$$U_{n,m} = \iint F_n(r) e^{im\phi} J(r,\phi) dr d\phi$$

10 where $J(r,\phi)$ is the transformed image centred on a feature point, $F_n(r)$ is set of a circular symmetric functions and $0 \leq n \leq n_{\max}$, $0 \leq m \leq m_{\max}$. Specifically, in this embodiment, the characterisation module is arranged to calculate a set of nine complex coefficients
15 comprising the values for $U_{n,m}$ for an image where n_{\max} and m_{\max} are equal to 2.

Under a rotation of an image:

$$20 \quad J'(r,\phi) = J(r,\phi+\theta)$$

these complex coefficients undergo the following transformation:

$$U'_{n,m} = \iint F_n(r) e^{im\phi} J'(r,\phi) dr d\phi = e^{im\theta} U_{n,m}$$

25 By calculating the above set of complex coefficients a

set of values unaffected by rotation of the image may therefore be determined since

$$\begin{aligned} 1) \quad \operatorname{Re}(U_{n,0}) &= \operatorname{Re}(e^{i\theta} U_{n,0}) \\ 5 \quad &= \operatorname{Re}(U'_{n,0}) \text{ for } 0 \leq n \leq n_{\max} \text{ for all } \theta. \end{aligned}$$

where $\operatorname{Re}(z)$ is the real part of complex variable z ;

$$\begin{aligned} 2) \quad |U_{0,m}| &= |e^{im\theta} U_{0,m}| \\ 10 \quad &= |U'_{0,m}| \text{ for } 1 \leq m \leq m_{\max} \text{ for all } \theta; \text{ and} \end{aligned}$$

$$\begin{aligned} 3) \quad U_{n,m} U_{0,m}^* / |U_{0,m}| &= e^{-im\theta} U_{0,m}^* / |U_{0,m}| \\ &= U'_{n,m} U'_{0,m}^* / |U'_{0,m}| \text{ for } 1 \leq m \leq m_{\max} \\ &\quad 1 \leq n \leq n_{\max} \\ 15 \quad &\text{for all } \theta. \end{aligned}$$

where U^* is the complex conjugate of the complex variable U .

20 Therefore the following values can be determined utilizing these complex variables which are unaffected by rotation of an image $J(r, \phi)$.

- 25 1. $\operatorname{Re}(U_{n,0})$ for $0 \leq n \leq n_{\max}$
2. $|U_{0,m}|$ for $0 \leq m \leq m_{\max}$
3. $\operatorname{Re}(U_{n,m} U_{0,m}^* / |U_{0,m}|)$ for $1 \leq n \leq n_{\max}, 1 \leq m \leq m_{\max}$
4. $\operatorname{Im}(U_{n,m} U_{0,m}^* / |U_{0,m}|)$ for $1 \leq n \leq n_{\max}, 1 \leq m \leq m_{\max}$

where

Re(z) is the real part of complex variable z
 Im(z) is the imaginary part of complex variable z
 and U^* is the complex conjugate of the complex variable
 U.

5

The calculation of approximations of:

$$U_{n,m} = \iint F_n(r) e^{im\phi} J(r,\phi) dr d\phi$$

where $J(r,\phi)$ is a transformed image centred on a feature
 point and $F_n(r)$ is a set of a circular symmetric function
 10 with $0 \leq n \leq 2$ and $0 \leq m \leq 2$ in this embodiment, is approximated
 by the sum of scaled pixel values for a transformed image
 patch with each of the combinations of pixels in the
 transformed image scaled by a scaling mask for each pair
 of n and m comprising a table of scaling factors. In
 15 this embodiment, a total of eighteen scaling masks are
 stored in memory and then used to calculate the
 approximations of the real and imaginary portions of $U_{n,m}$
 with $0 \leq n \leq 2$ and $0 \leq m \leq 2$. Each of these masks comprise a
 stored 128 x 128 table of scaling factors where the
 20 scaling factors in each of the real masks correspond to
 calculated values for

$$\sigma_{n,m}^R(x,y) = F_n(r) \cos \phi$$

25 where r and ϕ correspond to polar coordinates for a pixel
 at position x,y relative to the centre of an image patch
 and the scaling factors for each of the imaginary masks

correspond to calculated values for

$$\sigma_{x,y}^I(x,y) = -F_n(r) \sin m\phi$$

5 where r and ϕ correspond to polar coordinates for a pixel at a position x,y relative to the centre of an image patch.

Thus in this way approximation of $U_{n,m}$ for each of the
10 values of n,m $0 \leq n \leq 2$ and $0 \leq m \leq 2$ can then be determined for a 128 x 128 transformed image since

$$U_{n,m} \approx \sum_{x=0}^{128} \sum_{y=0}^{128} [\sigma_{n,m}^R(x,y) + i\sigma_{n,m}^I(x,y)]p(x,y)$$

15 where $p(x,y)$ is the grey scale value of a pixel in a transformed 128 x 128 image patch at position x,y .

The processing of the generation of a characterisation vector for a feature point by the
(
20 characterization module 74 utilizing stored masks for calculating an approximation of $U_{n,m}$ with

$$U_{n,m} = \iint F_n(r) e^{im\phi} J(r,\phi) dr d\phi$$

25 will now be described with reference to figures 9A, 9B and 9C which comprise a flow diagram for the calculation of characterization vectors utilizing a stored set of

scaling masks and corresponds to step S54 in Figure 8 and also figures 10-13 which are illustrations showing the distribution of scaling factors for scaling masks.

- 5 Initially (S60) n and m are set to zero. The characterization module 74 then selects (S62) from the stored set of 128×128 masks a real mask for calculating the real value for $U_{n,m}$.
- 10 In this embodiment $F_n(r)$ for the determination is selected to be a set of n derivatives of a Gaussian function with a standard deviation or proportional to the 128×128 transformed image patch, with $0 \leq n \leq 2$. By utilising a function which decreases the further array from the
- 15 centre of an image patch, calculated values for $U_{n,m}$ are most strongly dependent upon pixel values for the centre of an image patch and hence the characterization of a feature point is primarily dependent upon the portion of an image closest to the feature point.
- 20 Figure 10 is an illustration of the distribution of scaling factors in an example of a mask for calculating $\text{Re}(U_{00})$ where the scaling factor for points in the image is proportional to the colour of grey in the figure.
- 25 Thus for Figure 10 which illustrates to a mask for calculating an approximation of the real value of:

$$U_{00} = \iint G_{\sigma}(r) J(r, \phi) dr d\phi$$

where $G_{\sigma}(r)$ is a Gaussian function with a standard deviation σ proportional to the size of a transformed image of 128 by 128 pixels.

5 In the case of U_{00} , since this is a completely real variable, the calculation of the real portion of the variable is the same as the calculation of the value for U_{00} itself. The mask for calculating the value of this coefficient therefore comprises a table of scaling
10 factors, where the factors are arranged in a series of concentric circles where the scaled contribution of the image decreases exponentially from one in the centre of the image patch to zero towards the edge of the image patch in accordance with the distance of a pixel of the
15 image patch from the centre of the image patch. Thus as illustrated in Figure 10 the small white circle at the centre of the mask corresponds to a positive scaling factor of one and the mid-grey at the edge of the mask corresponds to a scaling factor of zero.

20

After the mask for U_{00} has been selected a value for $Re(U_{00})$ is calculated using the mask (S64) by summing the grey scale values of the transformed image patch, that is the image patch which has been transformed to remove the
25 effect of stretch and skew where the contribution of each pixel is scaled by a factor in accordance with the selected mask. In the case of U_{00} , this has the effect of calculating a characterization value for the image patch in a similar way for the calculation of the values for

pixels in the smoothed image, as the characterization value for an image patch is equal to the sum of the grey scale values for each of the pixels in the image patch where the contribution of each pixel is scaled by a scaling factor where the scaling factor decreases exponentially with the distance from the centre of the image from one towards zero. The characterization module 74 then causes the calculated value to be stored in memory 78.

10

The characterization module 74 then selects (S66) an imaginary mask for calculating the imaginary portion of the complex variable under consideration. For complex variables other than $U_{n,0}$ a value for the imaginary portion of $U_{n,m}$ is calculated utilizing a selected mask and then stored (S68).

15

In the case of $U_{n,0}$ since $U_{n,0}$ is an entirely real complex variable, the mask $\text{Im}(U_{n,0})$ would scale all of the values for the image patch by zero. Thus in the case of $\text{Im}(U_{n,0})$ the step of selecting an imaginary mask and calculating an approximation of the imaginary portion of $U_{0,0}$ is omitted with the value zero merely being stored automatically.

20

25

The characterization module 74 then determines whether the current value of n is equal to the maximum value of m (in this embodiment 2), for which the complex variables $U_{n,m}$ is to be calculated.

If the characterization module 74 determines that the current value of n is less than the maximum value of n for which the complex variables $U_{n,m}$ are to be calculated the characterization module 74 then increments (S71) the value of n and then utilizes the new value of n to select (S62) a different mask for calculating the estimate of the real portion of another complex variable. The characterization module 74 then selects (S64) another mask for the calculation of the imaginary portion of $U_{n,m}$ (S66) which is calculated and stored (S68). When the imaginary portions of $U_{n,m}$ have been stored the characterization module 74 then again determines whether the current value of n is equal to the maximum value of n (S70).

15

When the characterization module 74 determines that the final value for n has been reached the characterization module then determines (S72) whether the current value of m is equal to the maximum value of m for which real and imaginary portions of $U_{n,m}$ are to be calculated. In this embodiment the characterization module 74 checks whether m is equal to 2 as this is the greatest value of m for which $U_{n,m}$ is calculated. If the value for m is not equal to the maximum value of m the characterization module 74 then increments the value of m and sets the value of n to zero to calculate a further set of complex variables for each value of n from zero to n_{\max} (S62-S74).

25

For each of the iterations for the calculation of values

for $U_{n,m}$ a different set of real and imaginary masks each comprising 128 by 128 tables of scaling factors is used for determining a scaling of the contributions from each of the pixels in the image patch to determine the approximate value for $U_{n,m}$. Figures 11, 12A, 12B, 13A, 13B and 14A and 14B are illustrative examples of the arrangement of scaling factors within the 128 x 128 tables for scaling the contributions of pixels at a corresponding position within the 128 x 128 image patch to calculate the values for $U_{n,m}$ for different values of n and m .

Figure 11 is an illustrative example of the arrangement of scaling factors within a 128 x 128 table for the calculation of $U_{2,0}$. In the case of the calculation of $U_{2,0}$

$$U_{2,0} = \iint \frac{d^2}{dr^2} G_{\sigma}(r) J(r,\phi) dr d\phi$$

where $G_{\sigma}(r)$ is a Gaussian function with a standard deviation σ proportional to the size of the transformed image of 128 by 128 pixels.

As is the case for all of the complex variables $U_{n,0}$ this is an entirely real variable. The imaginary portion of $U_{n,0}$ is therefore equal to zero. The real portion of the $U_{2,0}$ can be determined by calculating the sum of the grey scale values for pixels in an image patch scaled by

scaling factors where the scaling factors are arranged as shown in Figure 11.

In the case of $U_{2,0}$ as is shown in Figure 11, the variation
5 in scaling factors is illustrated by varying shades of
grey where white corresponds to a positive scaling factor
of 1, black corresponds to the negative scaling factor of
-1 and the mid grey at the edge of the figure corresponds
to a value of zero. In the case of a mask for
10 calculating the value of $\text{Re}(U_{2,0})$ the scaling factors vary
between -1 and 1. The scaling mask is such that the
central portion of an image patch being scaled by a
factor of -1, with an annulus further away from the
centre of the image having a scaling factor of 1, with
15 the scaling factor varying from -1 to 1 gradually as it
moves away from the centre towards this annulus. Beyond
this annulus the scaling factor reduces from 1 to 0
further away from the centre of the image patch.

20 Figures 12A and 12B are exemplary illustrations of
arrangements of scaling factors within tables for masks
for calculating the real and imaginary portions of $U_{0,1}$
respectively. As in the case of Figures 10 and 11 these
scaling factors are shown proportionately as shade of
25 grey in the Figure where black indicates a scaling factor
of -1, white indicates a scaling factor of 1 and a mid
grey at the edge of the figure indicates a scaling factor
of zero with intermediate shades of grey being indicative
of intermediate scaling factors.

In the case of the real portion of $U_{0,1}$ as is shown in Figure 12A, the scaling mask comprises two regions, one on the left hand side of the image patch where the contributions of pixels on that side of the image patch are scaled by negative scaling factors and a symmetrical region in the right hand side of the image patch where the contributions of pixels in that region of the image patch are scaled by a positive scaling factors proportional to the corresponding negative scaling factors of pixels in the left hand portion of the image.

Figure 12B is an illustration of arrangements of scaling factors within a table for a mask for calculating the imaginary portion of $U_{0,1}$. The mask of figure 12B is identical to the mask of Figure 12A except that the mask is rotated about the centre of the image patch by 90° so that a region of the image patch at the top of the patch is scaled by a variety of negative scaling factors and a symmetrical of region of the image patch at the lower portion of the image is scaled by positive scaling factors.

Figures 13A and 13B are illustrative examples of arrangements of scaling factors within tables for masks for calculating the real and imaginary portions of $U_{0,2}$. The masks indicate the scaling factors for different portions of an image in the same manner as Figures 10, 11, 12A and 12B with white indicating a positive scaling

factor of 1, black indicating a negative scaling factor of 1 and intermediate shades of grey indicating intermediate scaling factors with the mid grey at the edge of the figure indicating a scaling factor of zero.

5

As can be seen from Figure 13A the mask for the scaling of contributions of an image to determine the value for the real part of $U_{0,2}$ comprises a pair of regions aligned along an axis running from the top left hand corner of an image patch to the bottom right hand corner of the image patch which scale the contributions of pixels in an image patch by positive factors and a pair of regions along an axis from the top right hand corner of the figure to the bottom left hand corner of the figure composing two regions in which the patch are scaled by negative scaling factors.

The scaling mask of figure 13B for determining the imaginary portion of $U_{0,2}$ comprises a similar arrangement of similar regions to that of Figure 13A in which the regions are arranged along axes rotated 45° anti clockwise relative to the orientations of the same regions in the mask for calculating the real portion of $U_{0,2}$ shown in Figure 13A.

25

When the characterization module 74 has calculated all of the required values of $U_{n,m}$ data representative of these values will be stored in memory 78. The characterization module 74 then proceeds to utilize these values to

generate sequentially a characterization vector characterizing the sampled image patch as will now be described.

5 In order to generate the characterization vector for a feature point the characterization module 74 initially sets the value of n to zero (S78). $U_{0,0}$ which is an entirely real variable is then stored (S80) in memory 78 as part of the characterization vector for the feature point for which the values of $U_{n,m}$ have been determined.
10 The characterization module 74 then determines (S82) whether n is equal to n_{\max} i.e. in this embodiment whether $n = 2$. If this is not the case the characterization module increments n (S84) and stores the value of $U_{n,0}$ for the new value of n as the next value in the sequentially generated characterization vector for the feature point (S80). In this way all of the values of $U_{n,0}$ for $0 \leq n \leq n_{\max}$ are stored as part of the characterization vector for a feature point.

20 When the characterization module 74 determines (S82) that $n = n_{\max}$, the characterization module then sets n and m equal to 1 (S86). The characterization module 74 then determines (S88) and stores in the memory 78 the value of the modulus of $U_{0,m}$ as the next value of the sequentially generated characterization vector for the feature point currently being processed, with the modulus of $U_{0,m}$ being determined from the value for the real and imaginary portions of $U_{0,m}$ stored in memory 78.
25

The characterization module 74 then determines (S90) a value for the complex conjugate of $U_{0,n}$ from the values for $U_{0,m}$ stored in memory 78 and determines from the values for the complex conjugate $U_{0,m}^*$ the value for

5

$$U_{0,m}^* / |U_{0,m}|$$

where $U_{0,m}^*$ is the complex conjugate of $U_{0,m}$ and $|U_{0,m}|$ is the modulus of $U_{0,m}$.

10

The characterization module 74 then determines (S92) and stores the real and imaginary portions of the product of $U_{n,m}$ and $U_{0,m}^* / |U_{0,m}|$ with the real and imaginary portions of this product being stored as parts of the sequentially generated characterization vector for the feature point being processed.

15

The characterization module 74 then determines (S94) whether the current value for n is equal to n_{\max} (i.e. in this embodiment does $n = 2$). If this is not the case the characterization module 74 then increments n (S96) and calculates a further set of values for the real and imaginary portions of the product of $U_{n,m}$ and $U_{0,m}^* / |U_{0,m}|$ utilizing this new value of n . In this way the product of $U_{n,m}$ and $U_{0,m}^* / |U_{0,m}|$ for all values of n are calculated and stored as part of the sequentially generated characterization vector for a feature point.

25

When the characterization module 74 establishes that $n =$

n_{\max} the characterization module then (S98) tests to determine whether m is m_{\max} . In this embodiment this means the characterization module 74 tests to determine whether $m = 2$. If m is not equal to m_{\max} the characterization module 74 increments m (S100) and resets n to 1 and then proceeds to calculate and store as parts of the characterization vector for a feature point a modulus of $U_{0,m}$ utilizing the new m and the products of $U_{0,m}^*/|U_{0,m}|$ and $U_{n,m}$ with $1 \leq n \leq n_{\max}$ (S88-S96). In this way the characterization module generates a characterization vector utilizing the values for $U_{n,m}$ in a way which generates values which are substantially independent of rotation of images in the transformed image patch.

Thus for example in the present embodiment where m_{\max} and n_{\max} are both equal to 2 the generated characterization vector comprises the following thirteen values:

$$\begin{aligned}
 &U_{0,0}, U_{1,0}, U_{2,0}, |U_{0,1}|, \operatorname{Re}(U_{1,1}V_{0,1}), \\
 &\operatorname{Im}(U_{1,1}V_{0,1}), \operatorname{Re}(U_{2,1}V_{0,1}), \operatorname{Im}(U_{2,1}V_{0,1}), \\
 &|U_{0,2}|, \operatorname{Re}(U_{1,2}V_{0,2}), \operatorname{Im}(U_{1,2}V_{0,2}), \\
 &\operatorname{Re}(U_{2,2}V_{0,2}), \operatorname{Im}(U_{2,2}V_{0,2}) \\
 &\text{where } V_{0,1} = U_{0,1}^*/|U_{0,1}| \text{ and} \\
 &V_{0,2} = U_{0,2}^*/|U_{0,2}|
 \end{aligned}$$

all of which are substantially independent of rotation of a transformed image patch.

As the selection and processing of an image patch for the

characterization of a feature point generates an image patch for a feature point which is substantially independent of distortions arising from changes in scale and distortions of stretch and skew arising from changes of view point, the combined result of selecting an image patch, processing the patch and characterizing a transformed image patch in a way which is substantially independent of rotation, is to generate a characterization vector for a feature point which is substantially independent of distortions arising from changes of camera view point.

MATCHING MODULE

When all the feature points of a pair of images have had characterization vectors generated for them in the manner described above the control module 70 then invokes the matching module 76 to determine which feature points in one image are most likely to correspond to the feature points in the second image, utilising these characterization vectors. As the characterization vectors for feature points are substantially independent of distortions arising from changes of camera view point the matching of feature points between pairs of images should result in the matching of points corresponding to the same physical point on an object in a pair of images of that object taken from different view points.

Figure 14 is a flow diagram of the processing of the matching module 76. Initially (S110) in order to remove

systematic correlations between the characterization vectors for the feature points, a covariance matrix for the characterization vectors is calculated in a conventional manner. New characterization vectors are then calculated for the feature points in the images where the new characterization vectors for feature points are determined from the previously calculated characterization vectors which are multiplied by the square root of the covariance matrix for the characterization vectors. All of these new characterization vectors are then stored in memory 78. The calculation of the new set of characterization vectors has the effect of generating a set of normalised characterization vectors, normalised to remove systematic correlations between the values of the vector which arise because of systematic correlations within the original image data.

The matching module 76 then (S112) determines how closely normalised characterization vectors for points in one image correspond to characterization vectors for points in another image. The correspondence between vectors is determined by calculating the square of the Euclidean distances between each of the normalised characterization vectors for features points in one image to each of the normalised characterisation vectors for points in the other image. These squares of Euclidean distances are indicative of the square of Mahalanobis distances between the characterization vectors originally calculated by the

characterization module 74 for feature points in the images, since the Mahalanobis distance between two vectors x_i, x_j is defined by:

5
$$d(x^i, x^j) = \text{sqrt} ((x^i - x^j)^T C^{-1} (x^i - x^j))$$

where C is the covariance matrix for the data.

The matching module 78 then determines (S114) for each of
10 the normalised characterization vectors of feature points in the first image the normalised characterization vectors of the feature points in the second image which have the smallest and second smallest Euclidian distances from the characterization vector. These correspond to
15 the feature points in the second image whose normalised characterization vectors most strongly correspond to the characterization vector of the point in the first image.

(The matching module 76 then calculates (S116) an
20 ambiguity score for the matching of a point in the first image with a point in the second image. In this embodiment the ambiguity score is the ratio of the square of Euclidean distance between the normalised characterization vector of a feature point in the first
25 image and the normalised characterization vector of the point in the second image which most closely corresponds to the normalised characterization vector of the feature point in the first image relative to the square Euclidean distance between the normalised characterization vector

for the feature point in the first image to the normalised characterization vector for the point in the second image which next most closely corresponds to the normalised characterization vector in the first image.

5 This ambiguity score is then stored in memory 78 together with the co-ordinates of the point in the second image whose normalised characterization vector is closest to the normalised characterization vector of the feature point in the first image.

10

The ambiguity score calculated by determining a ratio between the most closely corresponding and second most closely corresponding normalised characterization vectors for points in the second image is indicative of the
15 ambiguity of the best match for the point in the first image to a point in the second image. Where the ambiguity score is significantly less than one this indicates that the best candidate match for a point in the second image for matching to a point in the first
20 image is characterized in a way in which it is clearly closer to the characterization of the feature point in the first image than any other point in the second image. Where the ambiguity score is close to one this indicates that there are alternative matches for a feature point in
25 the first image whose characterization vectors are almost as good as a match as the feature point which most closely matches the characterization vector of the feature point in the first image.

By selecting the matches for pairs of images on the basis of selecting the least ambiguous matches the points which are matched are least likely to be incorrectly matched.

5 Thus for example in Figure 2A portions of images about points in the first image 20 corresponding to windows 24,26,28,30 are very similar and hence characterization vectors generated for these points would also be very similar. After a transformation resulting from a change
10 of view point these features are all transformed in similar ways to appear as the windows 44,46,48,50 in the second image 40 in Figure 2B, and hence the calculated characterization vectors for these points in the second image 40 will also be similar. The likelihood of
15 accidentally matching a point corresponding to a window in the first image 20 to the wrong window in the image of the second image 40 is therefore quite high. However, the characterization for unique points in the images 20,40 of Figure 2A & B such as the door 32,52, chimney
20 34,54 or flower 36,56 can be more safely matched even if the actual correspondence between the characterization of those points between the images is not as high as it is for the correspondence for the characterization of the points corresponding to windows. This is because there
25 is greater certainty that the matches of such unique points are more likely to be correct. The fact that the correspondence between the matching of a characterization vector in one image to its best match in another image is not high is less important than the match between points

being unambiguous as it is sufficient to establish a small number of correct matches initially and then utilize these initial matches to establish further matches by iteratively using calculated camera by positions calculated by the camera position calculation module 6 on the basis of the initial matches to constrain further point matching. However, if the initial matches are incorrect the processing necessary to correct this error is substantial. Thus where a large number of equally likely candidates for a matching exist it is preferable to ignore that potential match, regardless of how strong it might be.

Thus in this embodiment, when ambiguity scores have been determined for the potential matches for each of the points in the first image the matching module 76 then selects (S118) from the list of matches the matches which have the lowest ambiguity scores. Selecting the matches having the lowest ambiguity scores ensures that matches which are selected are most likely to correspond to unique portions of images and hence are most likely to correspond to the same point on an object in images of an object taken from different view points. The matching module 76 then outputs (S120) a list comprising pairs of coordinates for the points in the first image having the lowest ambiguity scores and the corresponding points in the second image whose characterization vectors most closely correspond to those points. This list of coordinates being those points in the images which

correspond to the same physical points on an object appearing in those images. This list of matched feature points is then output to the output buffer 62 and is then made available for example by being sent to the camera
5 position calculation module 6 in the form of an electrical signal or by being output on a disc for further processing by the camera position calculation module 6 to determine the relative positions from which images have been obtained and then subsequently to enable
10 a 3D model of an object in an image to be generated.

SECOND EMBODIMENT

In the previously described embodiment, the feature detection and matching module was described which was
15 arranged to match data representative of grey scale images. In this embodiment the feature detection and matching module 2 is arranged to detect and match features in colour images. The feature detection and matching module 2 in this embodiment of the invention are
20 identical to that of the previous embodiment but the processing of the detection module 72, characterization module 74 and matching module 76 are modified as will now be described.

25 In the case of the feature detection module 72. In this embodiment, this is modified so that it is arranged to determine from the colour image data corresponding to a pair of images a grey scale image in which the values for pixels are representative of the luminance of pixels

appearing in the colour image. This can be achieved either by generating a grey scale image from a single monochrome image or from three colour images in the manner disclosed in annex A or in any other conventional manner. The detection of points corresponding to corners in an image then proceeds utilizing this grey scale image in the manner previously described. Thus in this way the points within the colour image corresponding to corners is determined.

10

The characterization module 74, in this embodiment is arranged to select and transform image patches of the colour image associated with feature points in the same way as is described in relation to the first embodiment to establish transformed colour images associated with feature points which are transformed to account for the effect of stretch and skew.

However, in contrast to this previous embodiment, the characterization module 74 is then arranged to determine a set of complex coefficients utilizing scaling masks as has previously been described to obtain scaled sums of each of the individual red, green and blue components of the pixels for the transformed image patches. This is achieved in the same manner as has been described in relation to the calculation of complex coefficients for a grey scale image with each of the red, green and blue channels being treated as a separate grey scale image. The characterization module 74 then calculates the

following values for an image patch which are independent of the rotation of image data for that image patch:

$$\begin{array}{ll}
 \text{Re}(U_{n,0}^R) & 0 \leq n \leq n_{\max} \\
 \text{Re}(U_{n,0}^G) & 0 \leq n \leq n_{\max} \\
 5 \quad \text{Re}(U_{n,0}^B) & 0 \leq n \leq n_{\max} \\
 |V_m^1| & 1 \leq m \leq m_{\max} \\
 V_m^2(V_m^1)^*/|V_m^1| & 1 \leq m \leq m_{\max} \\
 V_m^3(V_m^1)^*/|V_m^1| & 1 \leq m \leq m_{\max} \\
 U_{n,m}^R(V_m^1)^*/|V_m^1| & 1 \leq n \leq n_{\max}, 1 \leq m \leq m_{\max} \\
 10 \quad U_{n,m}^G(V_m^1)^*/|V_m^1| & 1 \leq n \leq n_{\max}, 1 \leq m \leq m_{\max} \\
 U_{n,m}^B(V_m^1)^*/|V_m^1| & 1 \leq n \leq n_{\max}, 1 \leq m \leq m_{\max}
 \end{array}$$

where

$$U_{n,m}^C = \iint F_n(r) e^{im\phi} J^C(r, \phi) dr d\phi$$

$F(r)$ is a set of n a circular symmetric functions;

15 $J^C(r, \phi)$ an image patch of the colour component of an image centred on a feature point with $C = R, G$ or B ;

(V_m^1 is whichever of $U_{0,m}^R$ or $U_{0,m}^G$ or $U_{0,m}^B$ which has the greatest modulus;

V_m^2 is whichever of $U_{0,m}^R$, $U_{0,m}^G$, $U_{0,m}^B$ has the next
20 greatest modulus; and

V_m^3 is whichever of $U_{0,m}^R$, $U_{0,m}^G$, $U_{0,m}^B$ is of the smallest modulus.

In this way a greater number of independent invariants
25 may be calculated than can be calculated for a grey scale image by accounting for the variation of all three of the colour channels. Utilizing the value for $U_{0,m}^R$, $U_{0,m}^G$, $U_{0,m}^B$

which has the greatest modulus to account for the variations in the complex variables arising due to rotations ensures that errors due to approximations are minimised. These errors arise because the values for the
5 complex coefficients are calculated by approximation of integrations by calculations of scaled sums. Since only the argument of some complex variables are used to account for variations arising due to rotation, the most reliable complex variable to use will have the largest
10 modulus, as the argument for this complex coefficient will be least effected by small variations in the values of the calculated values for its real and imaginary parts arising due to approximations.

15 When all of these values for the characterization of an image patch have been determined the matching module 76 then utilizes characterization vectors including all of these values for matching one point in an image to its
(best match in a second image. Thus in this way the
20 additional data available in a colour image can be used to increase the data which can be used to match points in different images.

THIRD EMBODIMENT

25 Although in the previous embodiments the present invention has been described in the context of a feature detection and characterization module 2 for a system for generating three-dimensional computer models from images taken from different viewpoints, the present invention

may also be used in a number of other ways. In this embodiment of the present invention the detection and characterisation of feature points is used to generate characterization data which is stored together with
5 images in a database. The matching of the characterization of detected feature points of input images is then compared with the stored database of characterisation data to identify which of the images in the database corresponds to an input image.

10

Figure 15 is a block diagram of an image indexing apparatus in accordance with this embodiment of the present invention. The image indexing apparatus of this embodiment is identical to the feature detection and
15 characterization module 2 previously described except that additionally a database 300 of images is also provided connected to the CPU 64 of the feature detection and characterisation module 2. The control module 70 and matching module 76 are also modified to enable input
20 images to be compared with index images stored in the database 300 and will now be described.

When an image is received by the image buffer 60 the control module 70 causes feature points to be detected
25 and characterised in the manner as has previously been described in relation to either of the previous embodiments. When a set of feature points in the image has been characterised the control module 70 then invokes the matching module 76 to match the characterization

generated for an image in the image buffer 60 with stored characterizations for index images stored in the database 300. The matching module 76 then determines which of the stored images best matches the input image by selecting
5 the image having the greatest number of unambiguous matches.

Thus in this way the matching module 76 determines which of the images having characterisation values stored in
10 the database 300 most closely corresponds to the image received in the image buffer by determining the best matches between characterized feature points for an image in the image buffer and each of the images in the database and then on the basis of those matches
15 determining which of the images in the database 300 most closely corresponds to the image in the image buffer 60. The CPU 64 then retrieves a copy of the image in the database 300 and outputs the retrieved image for comparison with the input image. Thus by characterising
(20 the image received by the image buffer 60 in the way previously described a similar image stored in the databases 300 may be retrieved and output from a database.

25 FOURTH EMBODIMENT

In the processing of the previous embodiment an input image was characterised and the characterisation of the image was then compared to a database of images each of which had previously been characterised to retrieve from

the database an image which most closely resembles the input image. In this embodiment of the present invention an indexing apparatus is provided which is arranged to identify whether an input image is a copy of an earlier
5 image utilizing the detection and characterization of feature points in an image has previously been described.

In accordance with this embodiment of the present invention a copy identification apparatus is provided
10 which is identical to the apparatus of Figure 15 except in this embodiment the database 300 has stored therein only previous characterizations of images from which copies may have been made. The control module 70 is then arranged on receipt of an image in the image buffer 60 to
15 detect a number of feature points and characterize those feature points in a manner which has previously been described and then to compare the characterization of feature points of the input image with characterizations stored in the database 300.

20

Where the characterization of an image input into the image buffer 60 is identical to the characterization of an image stored in the database 300, this is indicative of the fact that the same feature points characterized in
25 the same way appear in the input image and the reference image previously characterized whose reference values have been stored in the database 300. The matching of characterization values generated for an input image with stored values for an original image therefore identifies

whether an image input into the image buffer 60 is a copy of an earlier image whose characterisation is stored in the database 300. In particular, by deliberately introducing certain features into an image which will result in the output of certain predefined characterization values following the analysis of the image by a feature detection and characterization module, a means is provided which enables the identification of the origin of subsequent copies of those images.

10

FURTHER AMENDMENTS AND MODIFICATIONS

In the previous embodiments the detection module 72 has been described which is arranged to identify feature points in images corresponding to corners on objects in the images. However, the detection module 72 could be arranged to detect alternative features. Thus for example instead of calculating normalised corner strengths (where a value representative of a strength of a corner is determined and scaled in accordance with the size of the portion of an image used to detect a corner strength), other values representative of some features in an image with these values being scaled to account for the variation in such values arising due to the size of the region. Suitable features which might be detected could include points indicative of high curvature such as can be determined by calculating a value scaled for the size of a region used to determine a value for:

$$\nabla^2 I$$

where I is the intensity of an image.

Although a feature detection module 72 has been described which is arranged to detect features at a series of
5 scales σ_s , where the scales comprise a geometric progression of increasing scale other selections of scales could be used.

The use of larger numbers of scales may enable features
10 to be more accurately matched since this will increase the chances that the same physical point in an object appearing in two different images will be characterized utilizing the same portion of an object to generate characterization values. However, increasing the number
15 of scales also increases the amount of computation required to select suitable feature points. In general, it is therefore preferable to select the number of scales at which feature points are detected on the basis of the size of the image in which feature points are to be
20 detected.

Thus for example for a video image of 760 by 576 pixels the detection of features utilizing windows between 3 by 3 to 14 by 14 pixels has been found to identify most
25 feature points of interest. The detection of feature points using larger windows larger than 14 by 14 for this size of image has not been found to improve the ability of a feature detection and matching module 2 to match features more accurately. This is due to the increased

computational complexity required for calculating smoothed values over such a large region and the fact that the determination of a feature point utilizing such a large region is not sufficiently specific to enable a
5 detected feature point to be accurately matched with other points in other images.

In the detection module 72 described above the selection of feature points for subsequent processing is described
10 in terms of selecting a desired number of feature points. However, the normalised feature strength determined by the detection module 72 could itself be used to filter a list of potential feature points with only those feature points having a normalised feature strength greater than
15 a set threshold being utilized in subsequent processing. The advantage of utilizing a threshold to select those features which are selected for future processing is that this ensures only those features having particularly strong feature detection values are subsequently
20 processed.

In the previous embodiments the characterization module 74 has been described arranged to characterize a feature point utilizing a square region of pixels centred on the
25 detected feature point. However, the characterization module 74 could be arranged to characterize a feature point using any suitably shaped region of an image such as a rectangular region or an oval or circular region of an image.

The characterization module 74 could also be arranged to characterize a feature point in other ways in addition to the characterization utilizing values which substantially independent of transformation resulting in linear
5 distortions of regions of an image.

For example, characterizing values which are substantially invariant under rotation of an image could be used. The calculation of rotational invariants could
10 either be determined utilizing the method described in detail in the above embodiments or alternatively the calculation of rotation of variants as described in Gouet et al 'A Fast Matching Method for Colour Uncalibrated Images Using Differential Convariants' British Vision
15 Conference, 1998, Vol. 1, pages 367 to 376 could be used in the place of the method described above either to calculate rotational invariants or to calculate rotational invariants utilizing portions of an image which have been transformed to account for distortions
20 arising due to stretch and skew.

In the case of such rotational invariants a suitably shaped image patch to characterize a point utilizing rotational invariants would be a circular image patch.
25 By making the shape of a selected image patch dependent upon the manner in which an image patch is to be characterized, a means is provided to ensure that a feature point is characterized in to generate characterization values invariant for distortions for

which characterization values are calculated. The size of this image patch could then be arranged to be selected on the basis of a scale associated with a detected feature point.

5

Although in the above described embodiments one way of associating a scale with a feature point has been described where the strength of the feature point is reduced proportionately to account for the different sizes of regions utilized to detect the feature point, other ways associating a detected feature point for this scale could be used. Thus for example where features are detected at a number of different scales a 'scale space' maximum could be determined in a manner suggested by Lindeberg in 'Scale Space Theory in Computers', Kluwer Academic, Dordrecht, Netherlands, 1994. This suggests that by detecting the strength of feature points across a range of scales, a scale which associates a point most strongly with a calculated feature strength can be determined. The scale associated with such "scale space maxima" could then be used to determine the size of a region used to further characterize a detected feature point.

25 In the previous embodiments a matching module 76 has been described which is arranged to calculate ambiguity scores utilizing calculated ratios of squares of Euclidian distances between normalised characterisation vectors. However, other ambiguity scores indicative of the

similarity of potential matches for a feature point could be used. Thus for example a ratio of dot products of normalised characterization vectors could be used as a value indicative of the ambiguity of a candidate match
5 for a feature point, and matches for feature points could then be selected on the basis of the size of such a ratio.

Although a matching module 76 has been described which is
10 arranged to select matches for feature points utilizing a calculated ambiguity score as the sole criterion for selecting matches for feature points, other methods of selecting characterized feature points could be used. For example, solely the correlation between
15 characterizations of feature points could be used although this is not a preferred method as this may give rise to incorrect matching when portions of an image are self similar.

20 In the embodiments above the processing performed is described in terms of a CPU using processing defined by programming instructions. However, some or all, of the processing could be performed using hardware.

The present application incorporates by cross-reference the full contents of the applicant's following co-pending applications: 9927876.4 (attorney ref: 2635901);
5 9927875.6 (attorney ref: 2636501); 9927907.7 (attorney
ref: 2641701); 9927909.3 (attorney ref: 2641901);
9929957.0 (attorney ref: 2641001); 0001300.3 (attorney
ref: 2636001); 0001479.5 (attorney ref: 2636201) and
0018492.9 (attorney ref: 2635801).

ANNEX A1. CORNER DETECTION5 1.1 Summary

This process described below calculates corner points, to sub-pixel accuracy, from a single grey scale or colour image. It does this by first detecting edge boundaries in
10 the image and then choosing corner points to be points where a strong edge changes direction rapidly. The method is based on the facet model of corner detection, described in Haralick and Shapiroⁱ.

15 1.2 Algorithm

The algorithm has four stages:

- (1) Create grey scale image (if necessary);
- 20 (2) Calculate edge strengths and directions;
- (3) Calculate edge boundaries;
- (4) Calculate corner points.

1.2.1 Create grey scale image

25

The corner detection method works on grey scale images. For colour images, the colour values are first converted to floating point grey scale values using the formula:

$$30 \quad \text{grey_scale} = (0.3 \times \text{red}) + (0.59 \times \text{green}) + (0.11 \times \text{blue})$$

....A-1

This is the standard definition of brightness as defined
35 by NTSC and described in Foley and van Damⁱⁱ.

1.2.2 Calculate edge strengths and directions

The edge strengths and directions are calculated using the 7x7 integrated directional derivative gradient operator discussed in section 8.9 of Haralick and Shapiroⁱ.

The row and column forms of the derivative operator are both applied to each pixel in the grey scale image. The results are combined in the standard way to calculate the edge strength and edge direction at each pixel.

The output of this part of the algorithm is a complete derivative image.

1.2.3 Calculate edge boundaries

The edge boundaries are calculated by using a zero crossing edge detection method based on a set of 5x5 kernels describing a bivariate cubic fit to the neighbourhood of each pixel.

The edge boundary detection method places an edge at all pixels which are close to a negatively sloped zero crossing of the second directional derivative taken in the direction of the gradient, where the derivatives are defined using the bivariate cubic fit to the grey level surface. The subpixel location of the zero crossing is also stored along with the pixel location.

The method of edge boundary detection is described in more detail in section 8.8.4 of Haralick and Shapiroⁱ.

1.2.4 Calculate corner points

The corner points are calculated using a method which uses the edge boundaries calculated in the previous step.

5

Corners are associated with two conditions:

(1) the occurrence of an edge boundary; and

10 (2) significant changes in edge direction.

Each of the pixels on the edge boundary is tested for "corneriness" by considering two points equidistant to it along the tangent direction. If the change in the edge
15 direction is greater than a given threshold then the point is labelled as a corner. This step is described in section 8.10.1 of Haralick and Shapiro¹.

Finally the corners are sorted on the product of the edge
20 strength magnitude and the change of edge direction. The top 200 corners which are separated by at least 5 pixels are output.

2. FEATURE TRACKING

25

2.1 Summary

This process described below tracks feature points (typically corners) across a sequence of grey scale or
30 colour images.

The tracking method uses a constant image velocity Kalman filter to predict the motion of the corners, and a

correlation based matcher to make the measurements of corner correspondences.

5 The method assumes that the motion of corners is smooth enough across the sequence of input images that a constant velocity Kalman filter is useful, and that corner measurements and motion can be modelled by gaussians.

10 2.2 Algorithm

- 1) Input corners from an image.
- 2) Predict forward using Kalman filter.
- 15 3) If the position uncertainty of the predicted corner is greater than a threshold, Δ , as measured by the state positional variance, drop the corner from the list of currently tracked corners.
- 20 4) Input a new image from the sequence.
- 5) For each of the currently tracked corners:
 - 25 a) search a window in the new image for pixels which match the corner;
 - b) update the corresponding Kalman filter, using any new observations (i.e. matches).
- 30 6) Input the corners from the new image as new points to be tracked (first, filtering them to remove any which are too close to existing tracked points).

80
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7) Go back to (2)

2.2.1 Prediction

5 This uses the following standard Kalman filter equations for prediction, assuming a constant velocity and random uniform gaussian acceleration model for the dynamics:

$$X_{n+1} = \Theta_{n+1,n} X_n \quad \text{....A-2}$$

$$K_{n+1} = \Theta_{n+1,n} K_n \Theta_{n+1,n}^T + Q_n \quad \text{....A-3}$$

10 where X is the 4D state of the system, (defined by the position and velocity vector of the corner), K is the state covariance matrix, Θ is the transition matrix, and Q is the process covariance matrix.

15 In this model, the transition matrix and process covariance matrix are constant and have the following values:

$$\Theta_{n+1,n} = \begin{pmatrix} I & I \\ 0 & I \end{pmatrix} \quad \text{....A-4}$$

$$Q_n = \begin{pmatrix} 0 & 0 \\ 0 & 2\sigma_v I \end{pmatrix} \quad \text{....A-5}$$

20

2.2.2 Searching and matching

This uses the positional uncertainty (given by the top two diagonal elements of the state covariance matrix, K) to define a region in which to search for new measurements (i.e. a range gate).

5

The range gate is a rectangular region of dimensions:

$$\Delta x = \sqrt{K_{11}}, \Delta y = \sqrt{K_{22}} \quad \text{....A-6}$$

10

The correlation score between a window around the previously measured corner and each of the pixels in the range gate is calculated.

15 The two top correlation scores are kept.

If the top correlation score is larger than a threshold, C_0 , and the difference between the two top correlation scores is larger than a threshold, ΔC , then the pixel with the top correlation score is kept as the latest measurement.

20

2.2.3 Update

25 The measurement is used to update the Kalman filter in the standard way:

$$G = KH^T(HKH^T + R)^{-1} \quad \text{....A-7}$$

$$X \leftarrow X + G(\hat{X} - HX) \quad \text{....A-8}$$

$$K \leftarrow (I - GH)K \quad \text{....A-9}$$

where G is the Kalman gain, H is the measurement matrix,
and R is the measurement covariance matrix.

In this implementation, the measurement matrix and
5 measurement covariance matrix are both constant, being
given by:

$$H = (I \ 0) \quad \text{....A-10}$$

$$R = \sigma^2 I \quad \text{....A-11}$$

10

2.2.4 Parameters

The parameters of the algorithm are:

15

Initial conditions: X_0 and K_0 .

Process velocity variance: σ_v^2 .

Measurement variance: σ^2 .

Position uncertainty threshold for loss of
track: Δ .

20

Covariance threshold: C_0 .

Matching ambiguity threshold: ΔC .

25

For the initial conditions, the position of the first
corner measurement and zero velocity are used, with an
initial covariance matrix of the form:

$$K_0 = \begin{pmatrix} 0 & 0 \\ 0 & \sigma_0^2 I \end{pmatrix} \quad \text{....A-12}$$

σ_0^2 is set to $\sigma_0^2 = 200(\text{pixels/frame})^2$.

The algorithm's behaviour over a long sequence is anyway not too dependent on the initial conditions.

5 The process velocity variance is set to the fixed value of 50 (pixels/frame)². The process velocity variance would have to be increased above this for a hand-held sequence. In fact it is straightforward to obtain a reasonable value for the process velocity variance adaptively.

10

The measurement variance is obtained from the following model:

$$\sigma^2 = (rK+a) \quad \dots A-13$$

15 where $K = \sqrt{(K_{11}K_{22})}$ is a measure of the positional uncertainty, "r" is a parameter related to the likelihood of obtaining an outlier, and "a" is a parameter related to the measurement uncertainty of inliers. "r" and "a" are set to $r=0.1$ and $a=1.0$.

20 This model takes into account, in a heuristic way, the fact that it is more likely that an outlier will be obtained if the range gate is large.

25 The measurement variance (in fact the full measurement covariance matrix R) could also be obtained from the behaviour of the auto-correlation in the neighbourhood of the measurement. However this would not take into account the likelihood of obtaining an outlier.

30 The remaining parameters are set to the values: $\Delta=400$ pixels², $C_0=0.9$ and $\Delta C=0.001$.

3. 3D SURFACE GENERATION

3.1 Architecture

5 In the method described below, it is assumed that the
object can be segmented from the background in a set of
images completely surrounding the object. Although this
restricts the generality of the method, this constraint
can often be arranged in practice, particularly for small
10 objects.

The method consists of five processes, which are run
consecutively:

- 15 - First, for all the images in which the camera
positions and orientations have been calculated,
the object is segmented from the background, using
colour information. This produces a set of binary
images, where the pixels are marked as being either
20 object or background.
- The segmentations are used, together with the
camera positions and orientations, to generate a
voxel carving, consisting of a 3D grid of voxels
25 enclosing the object. Each of the voxels is marked
as being either object or empty space.
- The voxel carving is turned into a 3D surface
triangulation, using a standard triangulation
30 algorithm (marching cubes).
- The number of triangles is reduced substantially by
passing the triangulation through a decimation

process.

- Finally the triangulation is textured, using appropriate parts of the original images to provide the texturing on the triangles.

3.2 Segmentation

The aim of this process is to segment an object (in front of a reasonably homogeneous coloured background) in an image using colour information. The resulting binary image is used in voxel carving.

Two alternative methods are used:

15

Method 1: input a single RGB colour value representing the background colour - each RGB pixel in the image is examined and if the Euclidean distance to the background colour (in RGB space) is less than a specified threshold the pixel is labelled as background (BLACK).

20

Method 2: input a "blue" image containing a representative region of the background.

25

The algorithm has two stages:

- (1) Build a hash table of quantised background colours
- (2) Use the table to segment each image.

30

Step 1) Build hash table

Go through each RGB pixel, "p", in the "blue" background image.

Set "q" to be a quantised version of "p". Explicitly:

5

$$q = (p+t/2)/t \quad \dots A-14$$

where "t" is a threshold determining how near RGB values need to be to background colours to be labelled as background.

10

The quantisation step has two effects:

1) reducing the number of RGB pixel values, thus increasing the efficiency of hashing;

15

2) defining the threshold for how close an RGB pixel has to be to a background colour pixel to be labelled as background.

20

q is now added to a hash table (if not already in the table) using the (integer) hashing function:

(

$$h(q) = (q_{red} \& 7) * 2^6 + (q_{green} \& 7) * 2^3 + (q_{blue} \& 7) \quad \dots A-15$$

25

That is, the 3 least significant bits of each colour field are used. This function is chosen to try and spread out the data into the available bins. Ideally each bin in the hash table has a small number of colour entries. Each quantised colour RGB triple is only added once to the table (the frequency of a value is irrelevant).

30

Step 2) Segment each image

Go through each RGB pixel, "v", in each image.

- 5 Set "w" to be the quantised version of "v" as before.

To decide whether "w" is in the hash table, explicitly look at all the entries in the bin with index h(w) and see if any of them are the same as "w". If yes, then "v" is a background pixel - set the corresponding pixel in the output image to BLACK. If no then "v" is a foreground pixel - set the corresponding pixel in the output image to WHITE.

10

- 15 Post processing: for both methods a post process is performed to fill small holes and remove small isolated regions.

A median filter is used with a circular window. (A circular window is chosen to avoid biasing the result in the x or y directions.)

20

Build a circular mask of radius "r". Explicitly store the start and end values for each scan line on the circle.

25

Go through each pixel in the binary image.

Place the centre of the mask on the current pixel. Count the number of BLACK pixels and the number of WHITE pixels in the circular region.

30

If (#WHITE pixels > #BLACK pixels) then set corresponding

output pixel to WHITE. Otherwise output pixel is BLACK.

3.3. Voxel carving

- 5 The aim of this process is to produce a 3D voxel grid, enclosing the object, with each of the voxels marked as either object or empty space.

The input to the algorithm is:

10

- a set of binary segmentation images, each of which is associated with a camera position and orientation;
- 15 - 2 sets of 3D co-ordinates, (xmin, ymin, zmin) and (xmax, ymax, zmax), describing the opposite vertices of a cube surrounding the object;
- a parameter, "n", giving the number of voxels
20 required in the voxel grid.

(A pre-processing step calculates a suitable size for the voxels (they are cubes) and the 3D locations of the voxels, using "n", (xmin, ymin, zmin) and (xmax, ymax, zmax).
25

Then, for each of the voxels in the grid, the mid-point of the voxel cube is projected into each of the segmentation images. If the projected point falls onto
30 a pixel which is marked as background, on any of the images, then the corresponding voxel is marked as empty space, otherwise it is marked as belonging to the object.

Voxel carving is described further in "Rapid Octree Construction from Image Sequences" by R. Szeliski in CVGIP: Image Understanding, Volume 58, Number 1, July 1993, pages 23-32.

5

3.4 Marching cubes

The aim of the process is to produce a surface triangulation from a set of samples of an implicit function representing the surface (for instance a signed distance function). In the case where the implicit function has been obtained from a voxel carve, the implicit function takes the value -1 for samples which are inside the object and +1 for samples which are outside the object.

Marching cubes is an algorithm that takes a set of samples of an implicit surface (e.g. a signed distance function) sampled at regular intervals on a voxel grid, and extracts a triangulated surface mesh. Lorensen and Clineⁱⁱⁱ and Bloomentahl^{iv} give details on the algorithm and its implementation.

The marching-cubes algorithm constructs a surface mesh by "marching" around the cubes while following the zero crossings of the implicit surface $f(x)=0$, adding to the triangulation as it goes. The signed distance allows the marching-cubes algorithm to interpolate the location of the surface with higher accuracy than the resolution of the volume grid. The marching cubes algorithm can be used as a continuation method (i.e. it finds an initial surface point and extends the surface from this point).

3.5 Decimation

The aim of the process is to reduce the number of
5 triangles in the model, making the model more compact and
therefore easier to load and render in real time.

The process reads in a triangular mesh and then randomly
removes each vertex to see if the vertex contributes to
10 the shape of the surface or not. (i.e. if the hole is
filled, is the vertex a "long" way from the filled hole).
Vertices which do not contribute to the shape are kept
out of the triangulation. This results in fewer vertices
(and hence triangles) in the final model.

15

The algorithm is described below in pseudo-code.

INPUT

Read in vertices

20 *Read in triples of vertex IDs making up triangles*

PROCESSING

Repeat NVERTEX times

25 *Choose a random vertex, V, which hasn't been
chosen before*

*Locate set of all triangles having V as a
vertex, S*

*Order S so adjacent triangles are next to each
other*

30 *Re-triangulate triangle set, ignoring V (i.e.
remove selected triangles & V and then fill in
hole)*

Find the maximum distance between V and the

plane of each triangle

If (distance < threshold)

Discard V and keep new triangulation

Else

5 *Keep V and return to old triangulation*

OUTPUT

Output list of kept vertices

Output updated list of triangles

10

The process therefore combines adjacent triangles in the model produced by the marching cubes algorithm, if this can be done without introducing large errors into the model.

15

The selection of the vertices is carried out in a random order in order to avoid the effect of gradually eroding a large part of the surface by consecutively removing neighbouring vertices.

20

3.6 Further Surface Generation Techniques

25 Further techniques which may be employed to generate a 3D computer model of an object surface include voxel colouring, for example as described in "Photorealistic Scene Reconstruction by Voxel Coloring" by Seitz and Dyer in Proc. Conf. Computer Vision and Pattern Recognition

30 1997, p1067-1073, "Plenoptic Image Editing" by Seitz and Kutulakos in proc. 6th International Conference on Computer Vision, pp 17-24, "What Do N Photographs Tell Us About 3D Shape?" by Kutulakos and Seitz in University of

Rochester Computer Sciences Technical Report 680, January 1998, and "A Theory of Shape by Space Carving" by Kutulakos and Seitz in University of Rochester Computer Sciences Technical Report 692, May 1998.

5

4. TEXTURING

The aim of the process is to texture each surface polygon (typically a triangle) with the most appropriate image texture. The output of the process is a VRML model of the surface, complete with texture co-ordinates.

10

The triangle having the largest projected area is a good triangle to use for texturing, as it is the triangle for which the texture will appear at highest resolution.

15

A good approximation to the triangle with the largest projected area, under the assumption that there is no substantial difference in scale between the different images, can be obtained in the following way.

20

For each surface triangle, the image "i" is found such that the triangle is the most front facing (i.e. having the greatest value for $\hat{n}_t \cdot \hat{v}_i$, where \hat{n}_t is the triangle normal and \hat{v}_i is the viewing direction for the "i"th camera). The vertices of the projected triangle are then used as texture co-ordinates in the resulting VRML model.

25

This technique can fail where there is a substantial amount of self-occlusion, or several objects occluding each other. This is because the technique does not take into account the fact that the object may occlude the selected triangle. However, in practice this does not

30

appear to be much of a problem.

It has been found that, if every image is used for
texturing then this can result in very large VRML models
5 being produced. These can be cumbersome to load and
render in real time. Therefore, in practice, a subset of
images is used to texture the model. This subset may be
specified in a configuration file.

10

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- 25 iv J. Bloomenthal: "An Implicit Surface Polygonizer",
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CLAIMS

1. An apparatus for identifying features in images comprising:

5 input means for receiving data representative of an image;

detection means for detecting the presence of features in images represented by image data received by said input means, said detection means being arranged to determine, for image data representative of a plurality of different sized regions of said image, values representative of the presence of features in said regions; and

10

selection means for selecting image points as being representative of features in said image data on the basis of said detection by said detection means;

15

characterised in that:

said detection means is arranged to scale said values indicative of the presence of a feature in an image to account for variation in said values arising due to the size of the region used to determine said values.

20

2. An apparatus in accordance with claim 1, wherein said detection means is arranged to scale said values by changing each of said values utilizing scaling factors proportional to the areas of regions used to determine

25

said values.

3. An apparatus in accordance with claim 2, wherein
said detection means is arranged to scale said values by
5 dividing each of said values by said scaling factors.

4. An apparatus in accordance with claims 1, 2 or 3
wherein said selection means is arranged to select points
as being representative of features within images on the
10 basis of said scaled values generated by said detection
means which exceed a predetermined threshold.

5. Apparatus in accordance with claims 1, 2 or 3
wherein said selection means is arranged to select a
15 predetermined number of image points as being
representative of features by comparing scaled values
determined by said detection means and selecting points
being associated with values most strongly indicative of
the presence of features.

20

6. Apparatus in accordance with any preceding claim,
wherein said detection means is arranged to determine the
value for a region utilizing an averaged value indicative
of the presence of a feature in an image calculated for
25 a said region of said image, and to scale said determined

value.

7. An apparatus in accordance with claim 6, wherein
said detection means is arranged to, for each of said
5 plurality of different sized regions:

- (a) determine a smoothed image wherein each of the
values for pixels in said smoothed image are determined
on the basis of an averaged value for pixels in the said
region in said original image;
- 10 (b) to determine characterization values for each of
said pixels in said smoothed image indicative of the
presence of a feature in said region; and
- (c) to determine from pixels in said smoothed image a
value indicative of an averaged characterization value
15 for a region of said smoothed image, said size of said
smoothed image region being proportional to said size of
said region used to generate said smoothed image.

8. Apparatus in accordance with claim 7, wherein said
20 characterisation values comprise values indicative of the
rate of change of luminance of pixels in said smoothed
image.

9. Apparatus in accordance with claim 8, wherein said
25 detection means is arranged to generate said values

indicative of the presence of a said feature by calculating values for Harris corner strengths for said points, divided by a scaling factor proportional to the square of the area of the region of image used to
5 determine said Harris corner strengths.

10. Apparatus in accordance with any preceding claim, further comprising characterization means for characterising image points selected by said selection
10 means, said characterization means being arranged to characterize a selected image point on the basis of image data representative of a region of said image including said selected image point.

15 11. Apparatus in accordance with claim 10, wherein said characterization means is arranged to vary the size of a said region for characterizing an image point so that said size of said region is proportional to the size of the region utilized to determine a value which resulted
20 in the selection of said image point, included in said region.

12. Apparatus in accordance with claim 11, wherein said characterisation means is arranged to characterise said
25 region in a manner which is substantially independent of

affine transformations of the image data of said region.

13. Apparatus in accordance with claim 10, 11 or 12,
further comprising matching means for identifying matches
5 between features in a pair of images, wherein said
matching means is arranged to determine a match between
image points in said pair of images characterised by said
characterisation means.

10 14. Apparatus in accordance with claim 12, further
comprising storage means for storing characterisation
values associated with image points in a plurality of
images, and matching means, said matching means being
arranged to determine on the basis of said
15 characterisation of features by said characterization
means matches between image points in the image data
received by said input means and image points associated
with characterization values stored in said storage
means.

20

15. An apparatus for generating a three-dimensional
computer model of an object comprising:

apparatus for identifying matches between features
in pairs of images in accordance with claim 13;

25

means for determining on the basis of the matches

the relative view points from which said images have been obtained; and

means for generating a three-dimensional computer model of an object utilizing said image data and said
5 determination of the relative view points from which said image data has been obtained.

16. In an apparatus for generating a three-dimensional computer model of an object by processing images of the
10 object taken from a plurality of different viewpoints to match features in the images, calculating the viewpoints at which the images were recorded using the matched features, and generating a three-dimensional computer model of the surface object using the calculated
15 viewpoints, an improvement comprising matching features in the images by:

storing image data;

detecting the presence of features in the images represented by the stored data, by determining, for image
20 data representative of a plurality of different sized regions of a said image, values representative of the presence of features in said regions, and scaling said values to account for variation in said values arising due to the size of the region used to determine said
25 values; and

selecting image points as being representative of features in said image data on the basis of said scaled values.

5 17. In an apparatus for processing data defining images of an object to generate a three-dimensional computer model of the object by matching features in the images, calculating the viewpoints at which the images were recorded using the matched features, and generating a
10 three-dimensional computer model of the surface of the object using the calculated viewpoints, a method of performing the processing to match the features in the images comprising:

storing image data;

15 detecting the presence of features in the images represented by stored image data, comprising determining for image data representative of a plurality of different sized regions of a said image, values representative of the presence of features in said regions, and scaling
20 said values to account for variation in said values arising due to the size of the region used to determine said values; and

selecting image points as being representative of features in said image data on the basis of said scaled
25 values.

18. A method for identifying features in images comprising the steps of:

storing image data;

detecting the presence of features in images

5 represented by stored image data, said detection step comprising determining for image data representative of a plurality of different sized regions of said image, values representative of the presence of features in said regions; and

10 selecting image points as being representative of features in said image data on the basis of said detection step, characterised in that said detection step includes the step of scaling said values indicative of the presence of a feature in an image to account for
15 variation in said values arising due to the size of the region used to determine said values.

19. A method in accordance with claim 18, wherein said scaling step comprises changing each of said values
20 utilizing scaling factors proportional to the areas of the regions used to determine said values.

20. A method in accordance with claim 19, wherein said scaling step comprises scaling said values by dividing
25 each of said values by said scaling factors.

21. A method in accordance with any of claims 18 to 20 wherein said selection step comprises selecting image points as being representative of features on the basis of said scaled values determined for a region including
5 a said point exceeding a predetermined threshold.
22. A method in accordance with any of claims 18 to 20, wherein said selection step comprises selecting a predetermined number of image points as being
10 representative of features by comparing scaled values determined for regions and selecting points associated with values most strongly indicative of the presence of features.
- 15 23. A method in accordance with any of claims 18 to 22, wherein said detection step comprises determining the value for a region utilizing an averaged value indicative of the presence of a feature in an image calculated for a said region of said image, and scaling said determined
20 value.
24. A method in accordance with claim 23, wherein said detection step comprises, for each of said plurality of different sized regions;
25 (a) determining a smoothed image wherein each of the

values for pixels in said smoothed image are determined on the basis of an averaged value for pixels in the said region in said original image;

(b) determining characterization values for each of said
5 pixels in said smoothed image indicative of the presence of a feature in said region; and

(c) determining from pixels in said smoothed image a value indicative of an averaged characterization value for a region of said smoothed image, said size of said
10 smoothed image region being proportional to said size of said region used to generate said smoothed image.

25. A method in accordance with claim 24, wherein said characterisation values comprise values indicative of the
15 rate of change of luminance of pixels in said smoothed image.

26. A method in accordance with claim 25, wherein said detection means is arranged to generate said values
20 indicative of the presence of a said feature by calculating values for Harris corner strengths for said points, divided by a scaling factor proportional to the square of the area of the region of image used to determine said Harris corner strength.

27. A method of characterizing features in images comprising the steps of selecting image points in accordance with any of claims 18 to 26, and characterizing features, on the basis of image data
5 representative of regions of said image including said image points.

28. A method in accordance with claim 27, wherein said characterization step comprises selecting the size of a
10 said region for characterizing a feature so that said size of a region for characterizing a feature is proportional to the size of the region utilized to determine a value utilized to select said image point, included in said region.

15

29. A method in accordance with any of claims 18 to 28, wherein said characterisation step comprises characterizing said region in a manner which is substantially independent of affine transformations of
20 the image data of said region.

30. A method of identifying the correspondence between features in pairs of images comprising the steps of:
characterizing features in images in accordance with
25 any of claims 27 to 29; and

identifying correspondence between features in a pair of images on the basis of said characterization in said characterization step.

5 31. A method in accordance with claim 30 further comprising the step of generating a signal conveying information defining identified correspondences.

32. A method in accordance with claim 31 further
10 comprising the step of recording said generated signal on a recording medium either directly or indirectly.

33. A method of selecting an image from a database of images comprising the steps of:

15 storing characterization values for features in a plurality of images stored in a database;

characterizing an image in accordance with any of claims 27 to 29; and

selecting an image from a database on the basis of
20 a comparison of said characterization of said image and said stored characterization values for features in images in said database.

34. A method of generating a three-dimensional model of
25 an object comprising the steps of:

identifying a correspondence between features in pairs of images in accordance with claim 30;

determining on the basis of the correspondence of features in a pair of images the relative view points
5 from which said images have been obtained; and

generating a three-dimensional model of an object utilizing said image data and said determination of the relative view points from which said image data has been obtained.

10

35. In a method of generating a three-dimensional computer model of an object by processing images of the object taken from a plurality of different viewpoints to match features in the images, calculating the viewpoints
15 at which the images were recorded using the matched features, and generating a three-dimensional computer model of the surface object using the calculated viewpoints, an improvement comprising matching features in the images by:

20

storing image data;

detecting the presence of features in the images represented by stored image data, comprising determining for image data representative of a plurality of different sized regions of a said image, values representative of
25 the presence of features in said regions, and scaling

said values to account for variation in said values arising due to the size of the region used to determine said values; and

5 selecting image points as being representative of features in said image data on the basis of said scaled values.

36. A storage medium storing processor implementable instructions for causing a programmable processing apparatus to become operable to perform a method in accordance with at least one of claims 18 to 35.

37. A signal conveying processor implementable instructions for causing a programmable processing apparatus to become operable to perform a method in accordance with at least one of claims 18 to 35.

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ABSTRACT

IMAGE PROCESSING METHOD AND APPARATUS

An apparatus (2) for matching features in images of objects taken from different viewpoints is provided comprising: an image buffer (60) for receiving image data; and output buffer (62) for outputting pairs of matched features and processing means (64-78) for processing received image data to determine matched pairs of features in images. The processing means (64-78) includes a detection module (72) for detecting features at a number of different scales to account for the possibility that a feature in one image may correspond to a larger or smaller feature in another image; a characterization module (74) for generating characterization data for selected features where the characterization data is substantially independent of changes of scale, and the effects of stretch and skew resulting from viewing objects from different viewpoints; and a matching module (76) for outputting as pairs of matched features, features which most closely correspond to each other which are unambiguously better matches than any alternative match between features in different images.

Refer to Figure 5

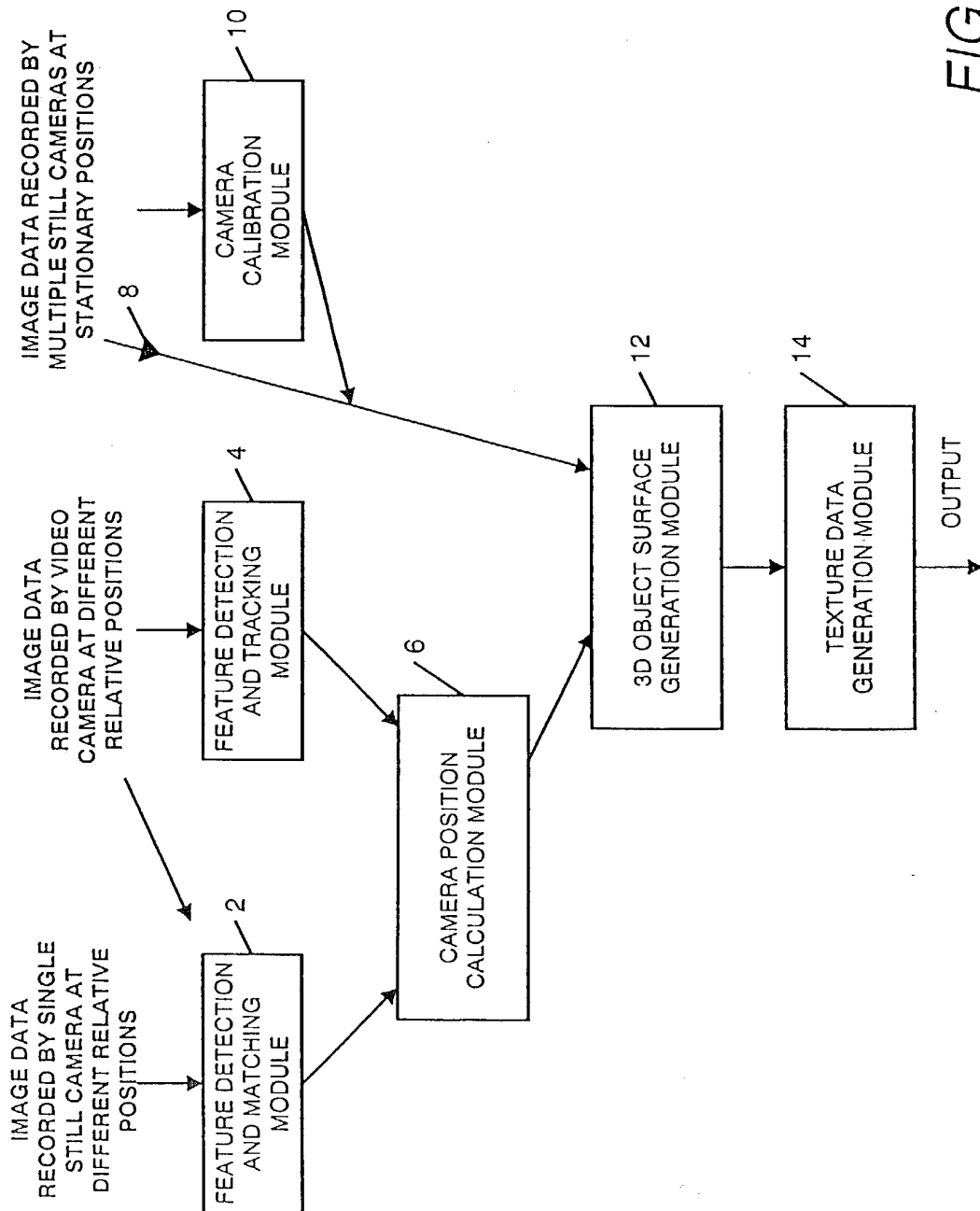


FIG. 1

FIG.2A

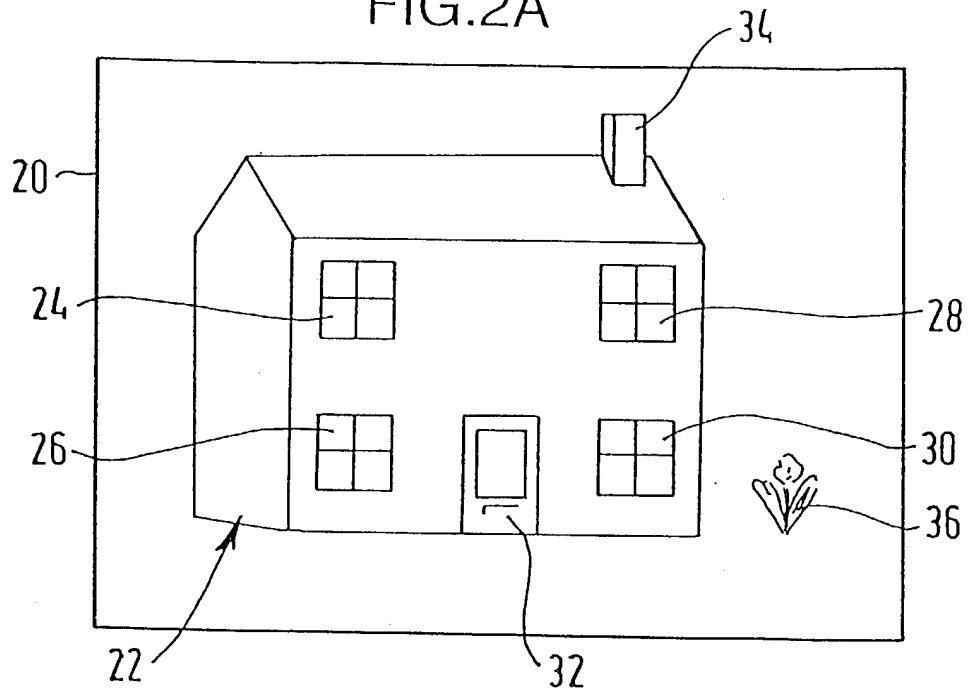


FIG.2B

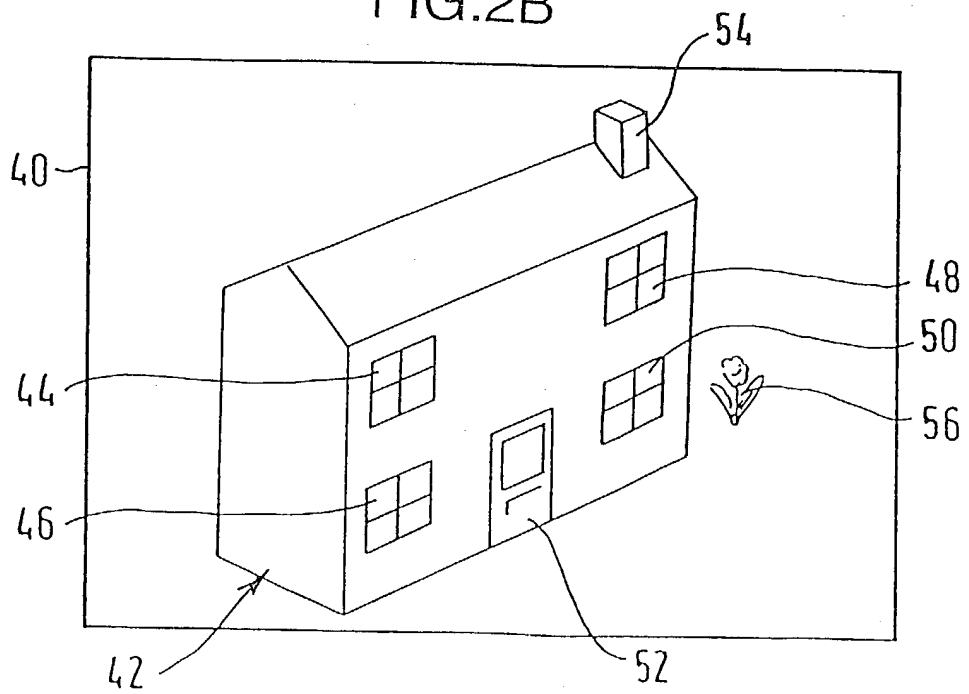


FIG.3

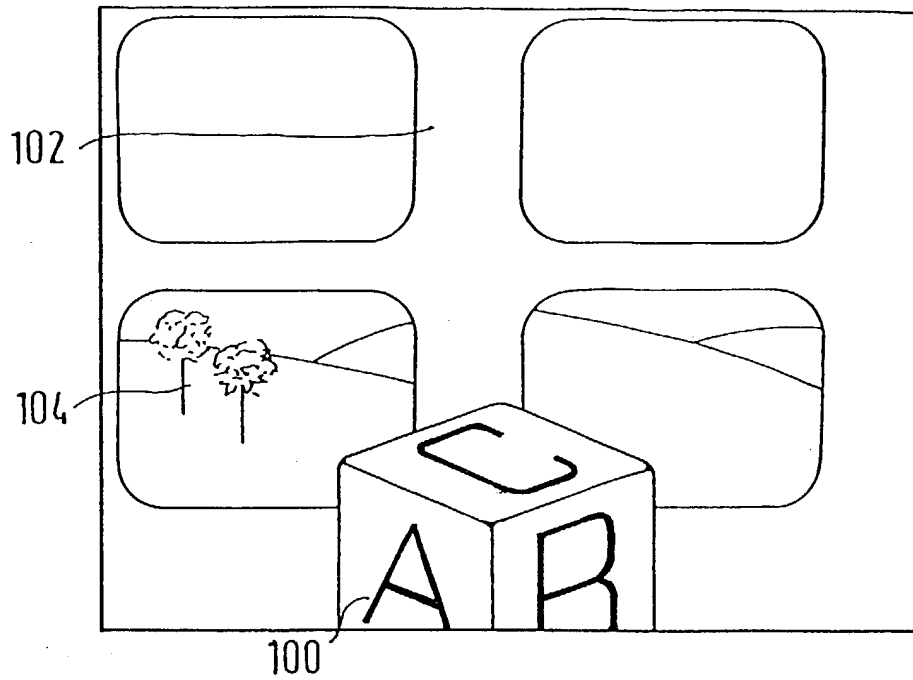
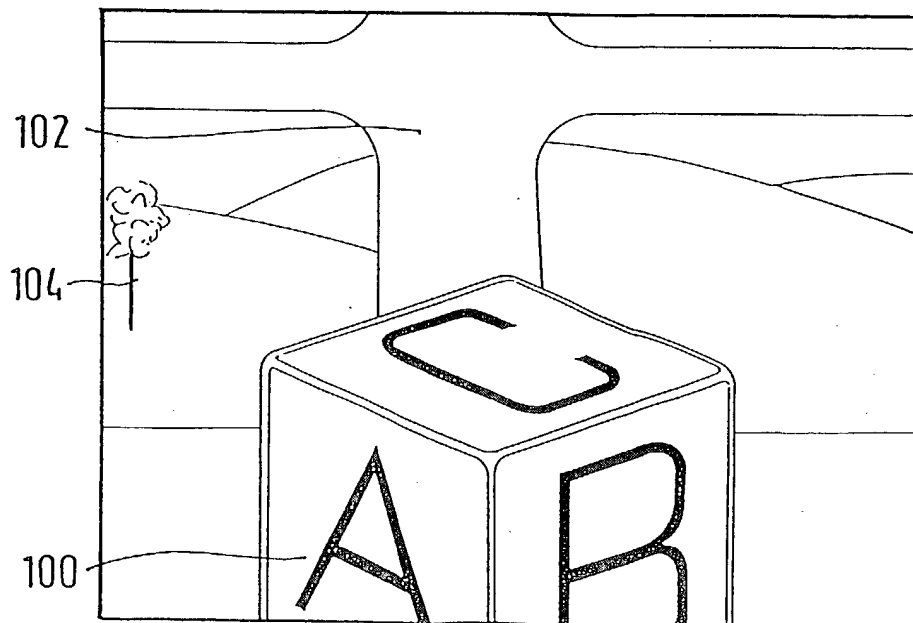


FIG.4



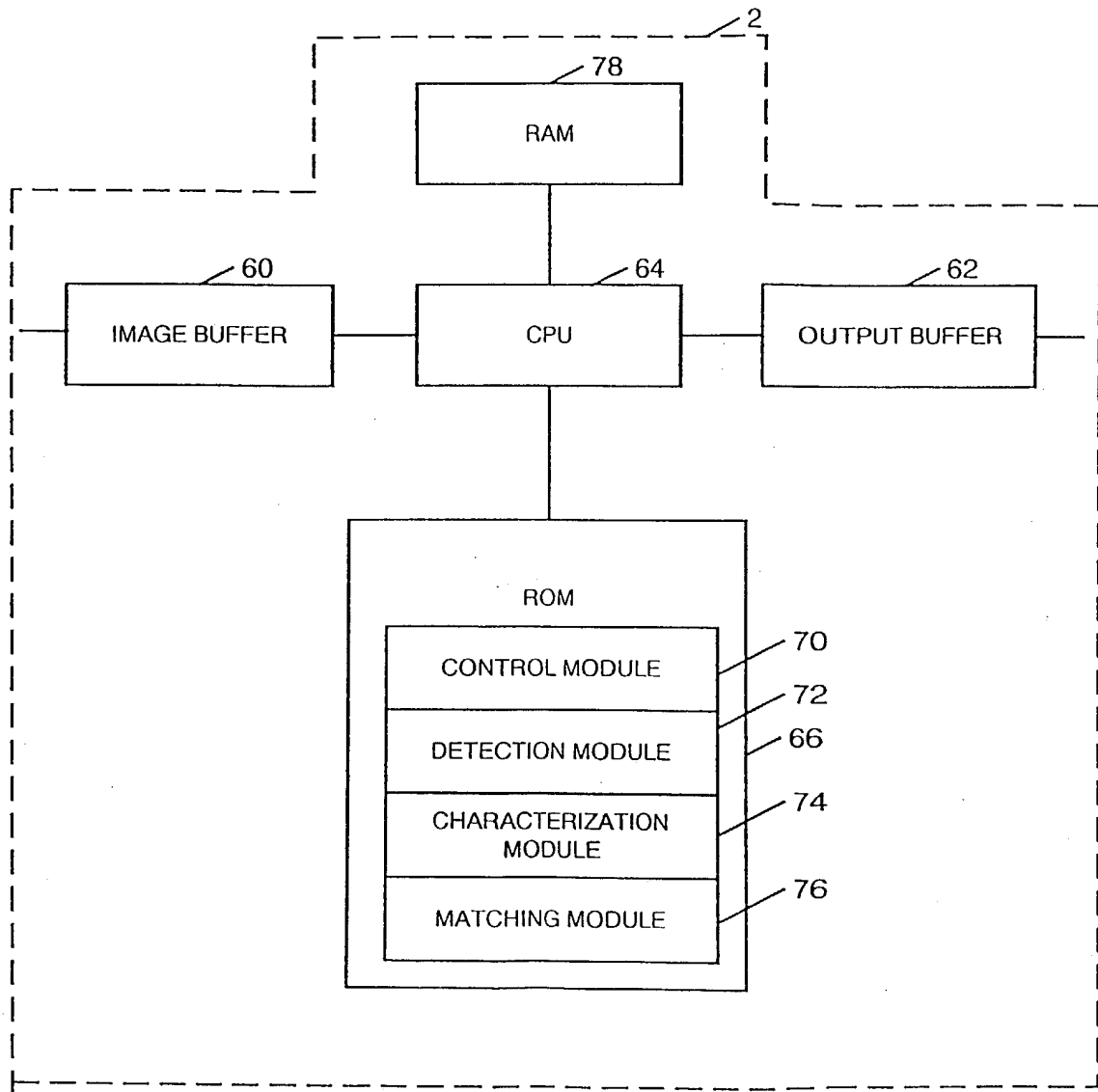


FIG. 5

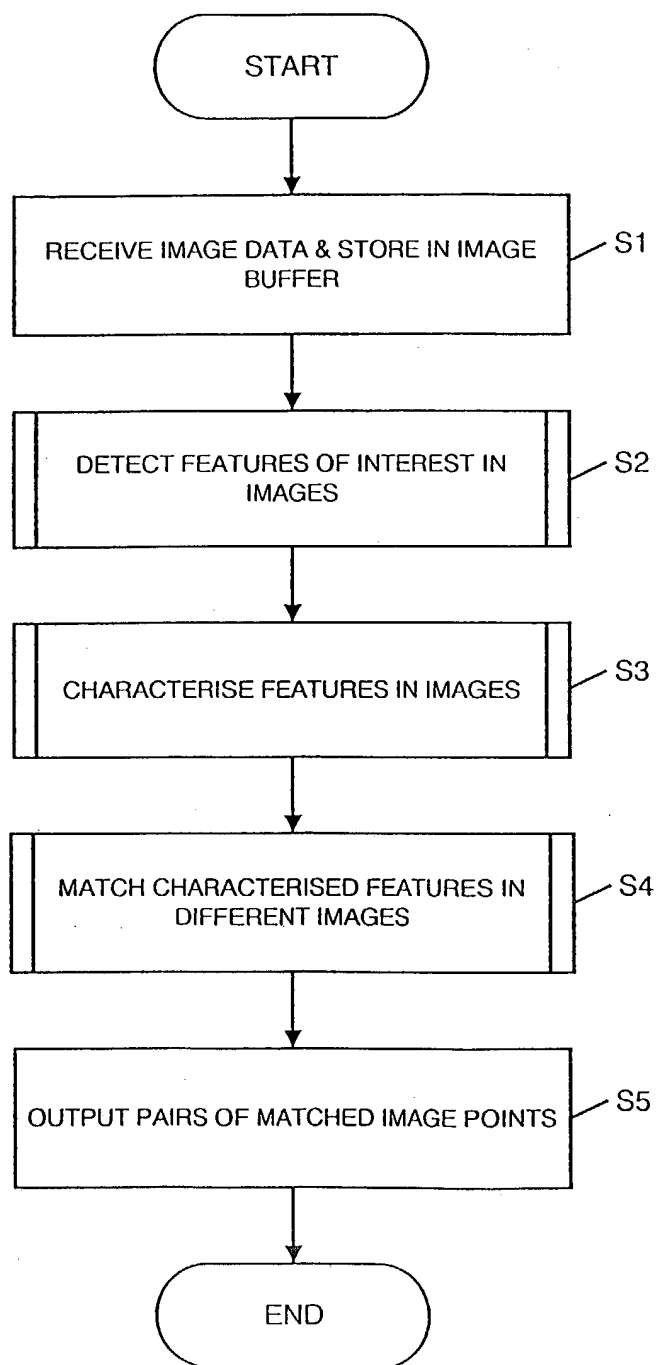


FIG. 6

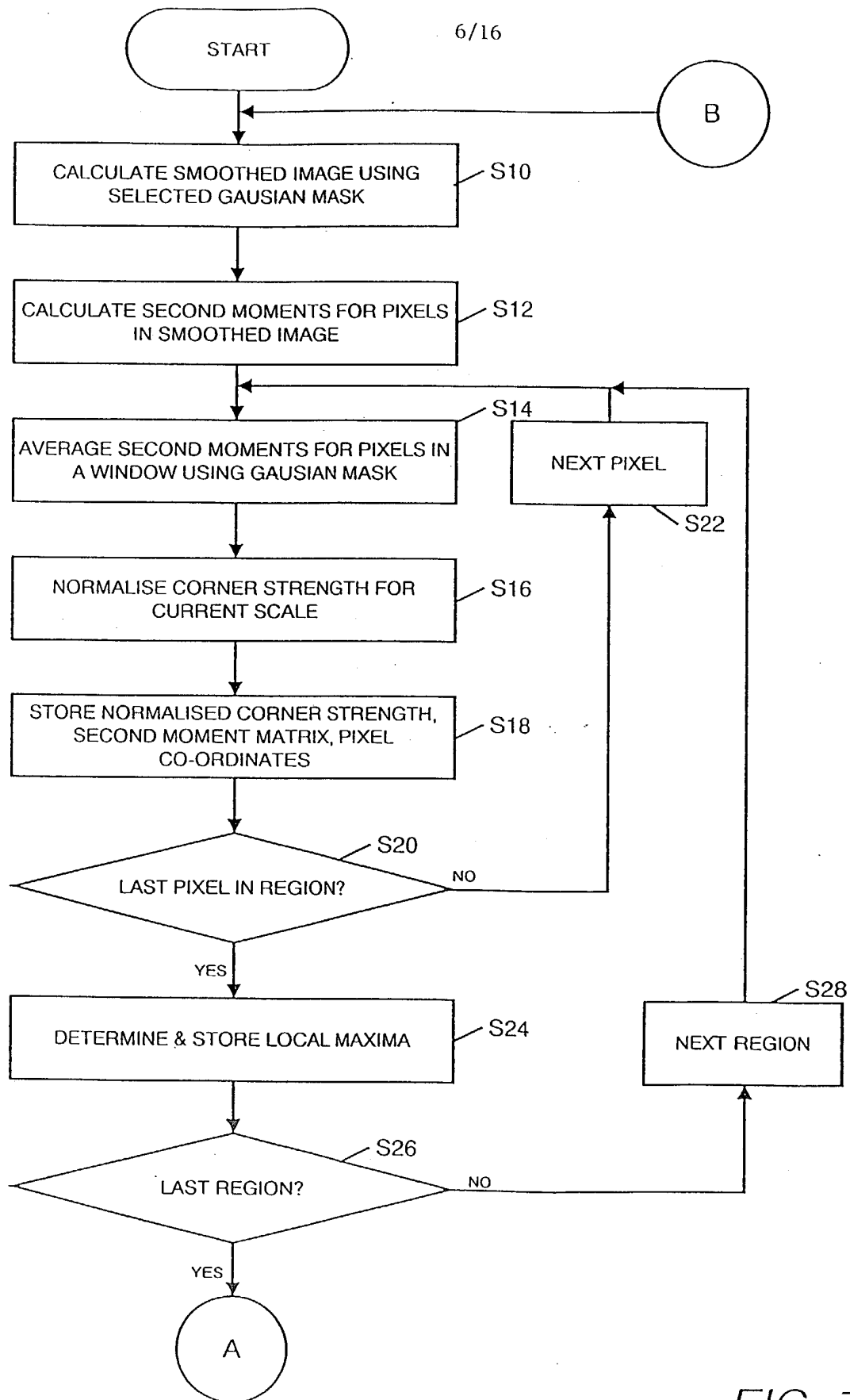
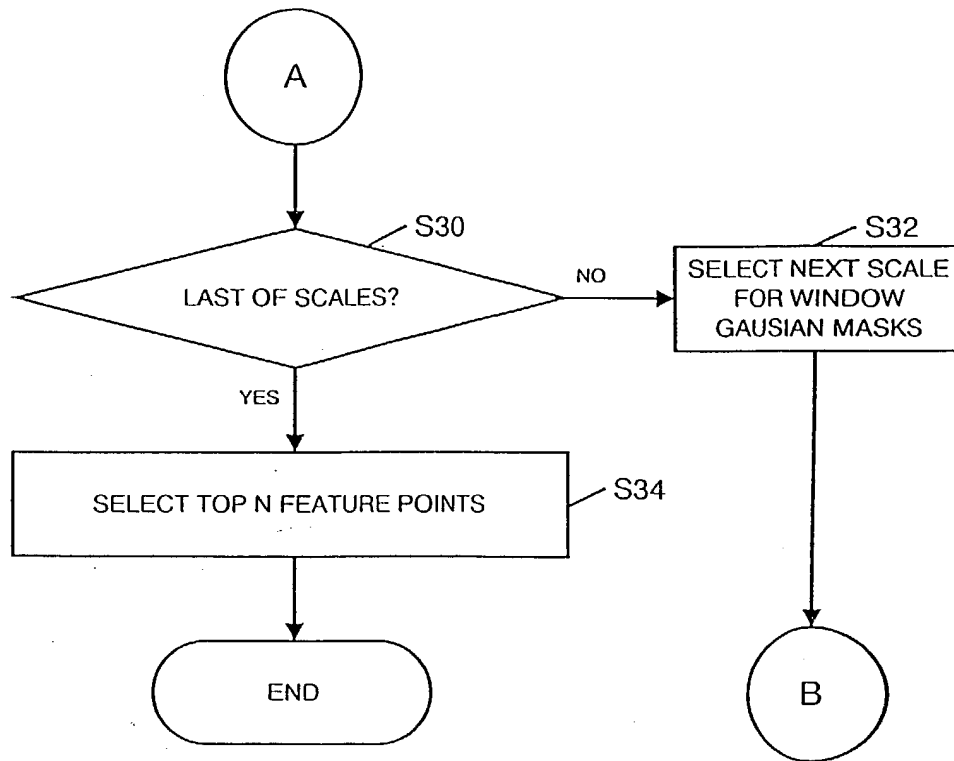


FIG. 7A

*FIG. 7B*

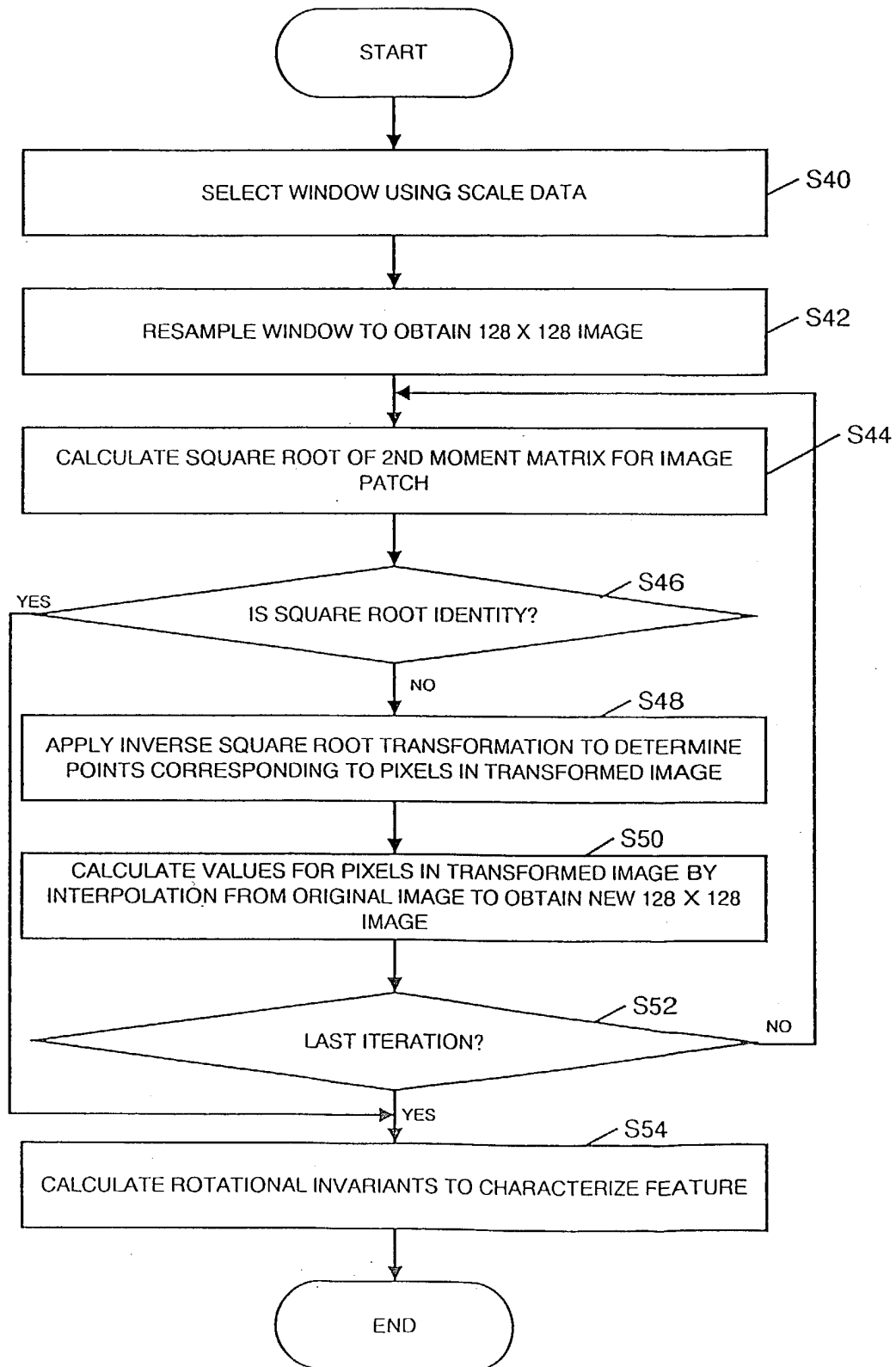


FIG. 8

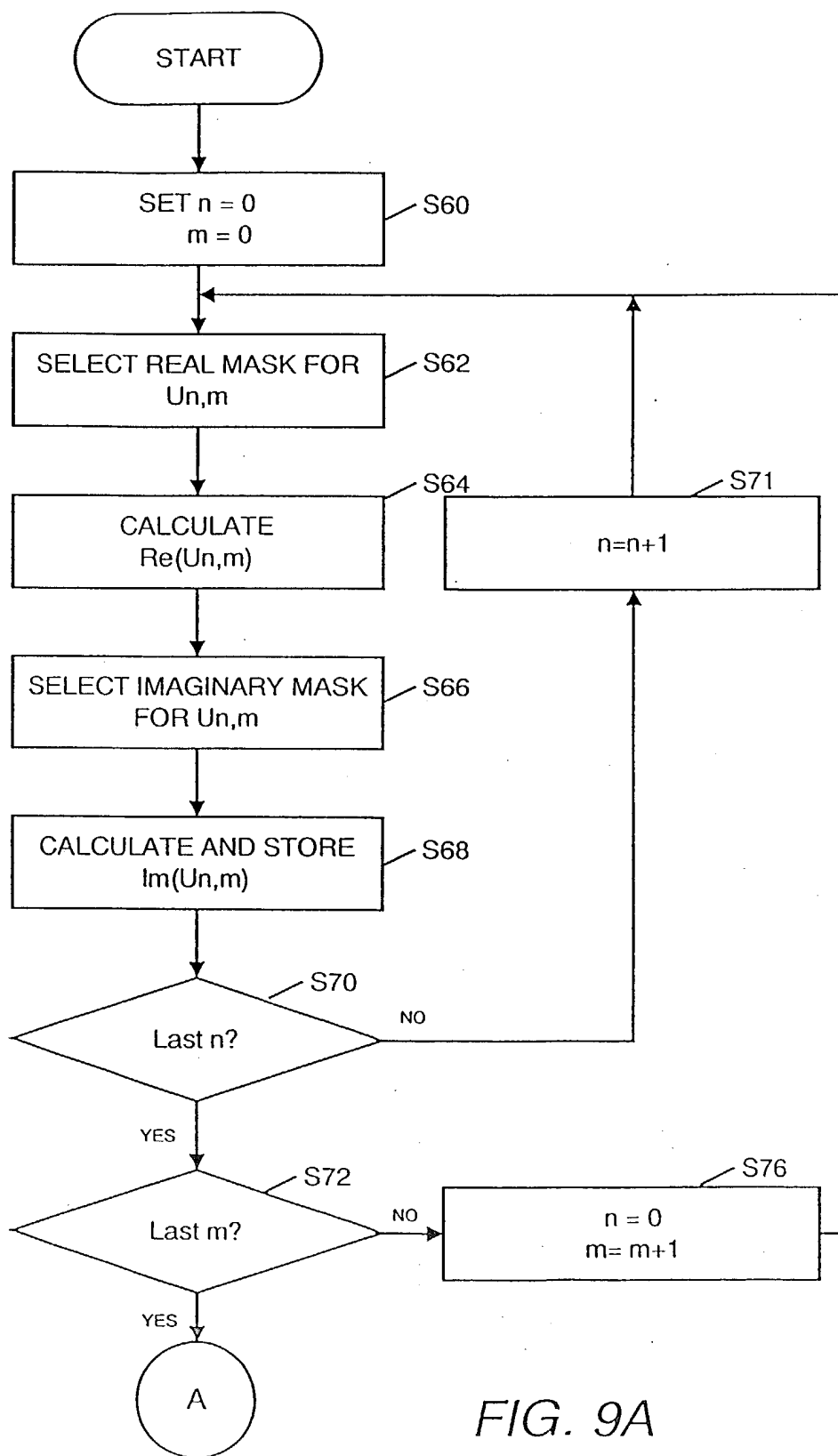


FIG. 9A

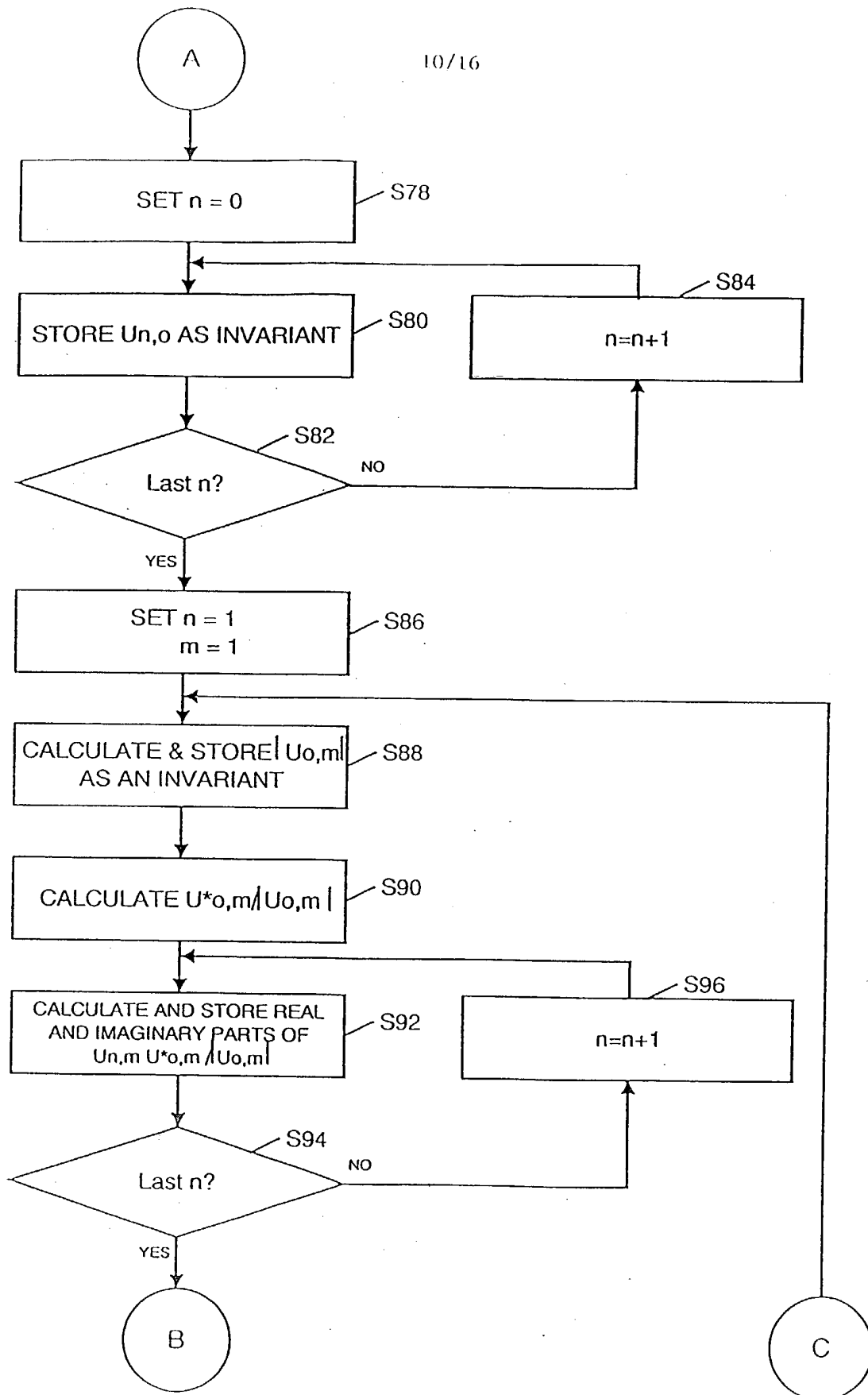
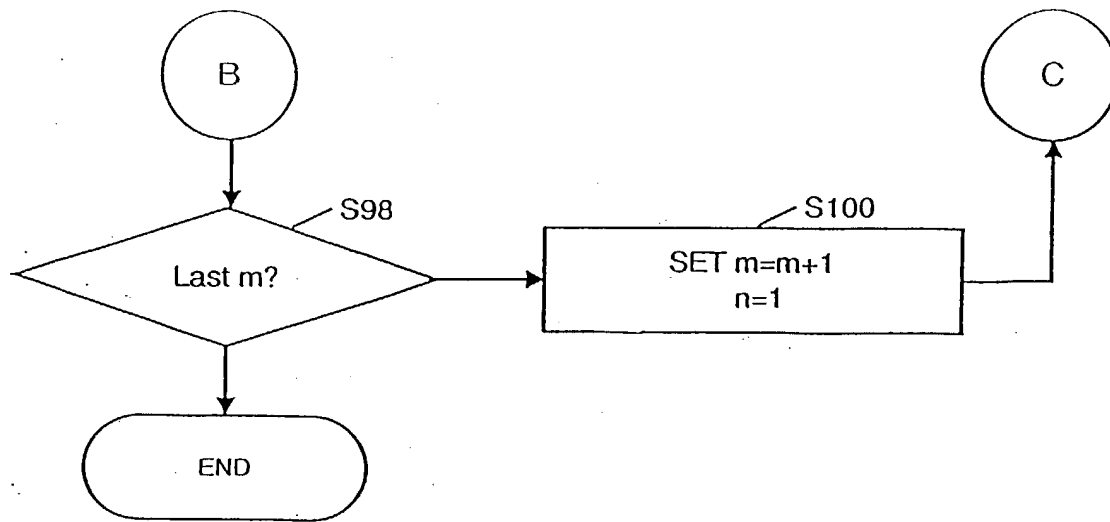


FIG. 9B

*FIG. 9C*

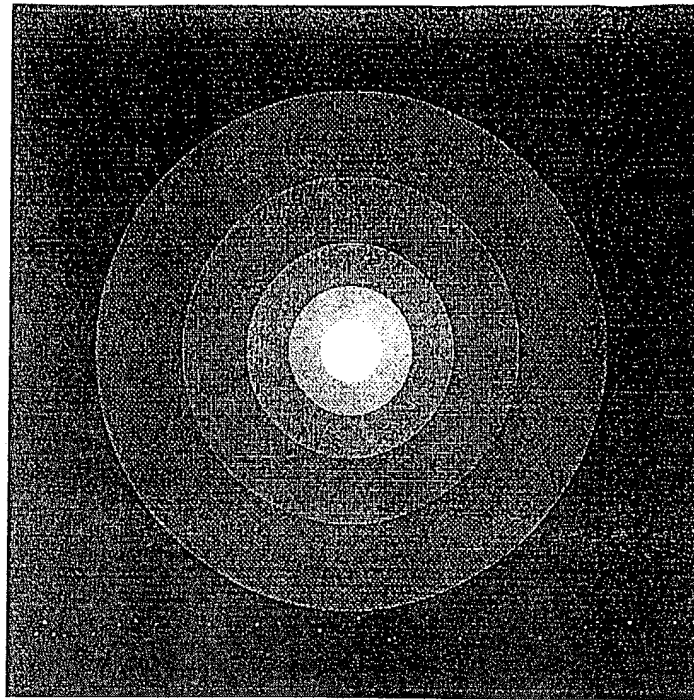


FIG. 10

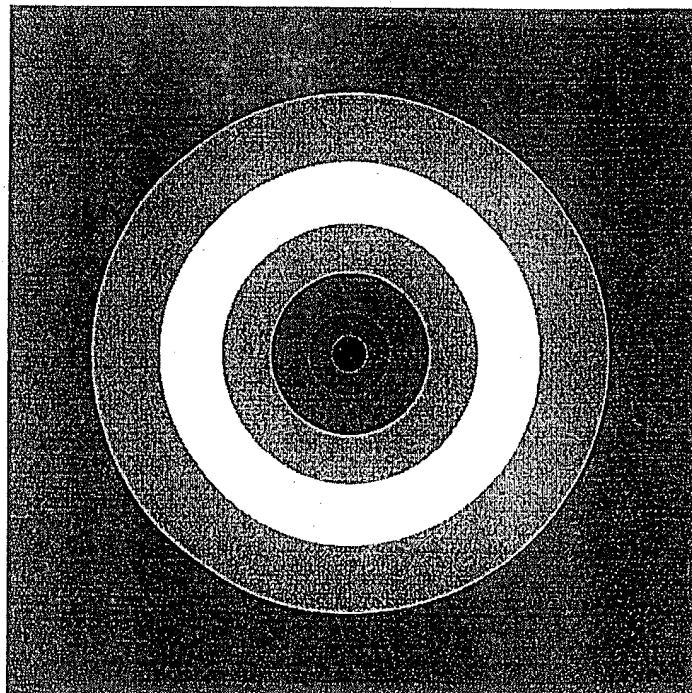


FIG. 11

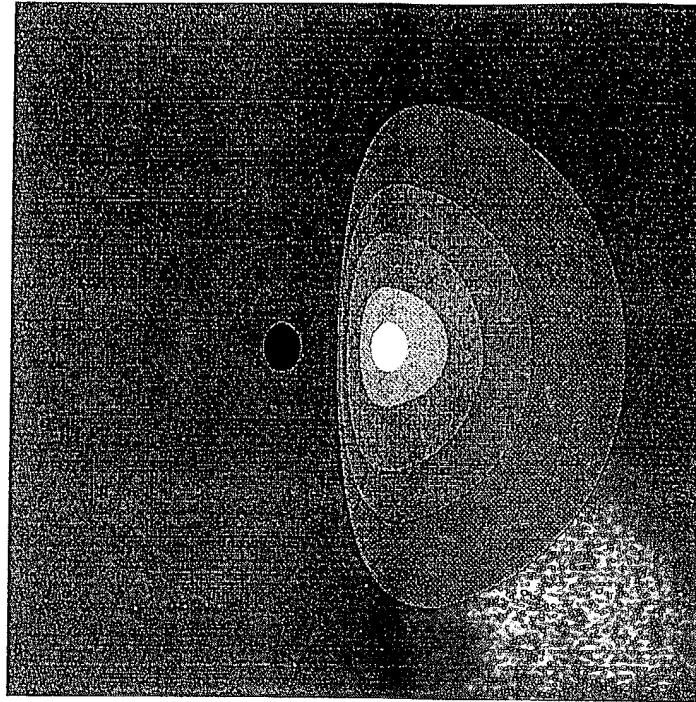


FIG. 12A

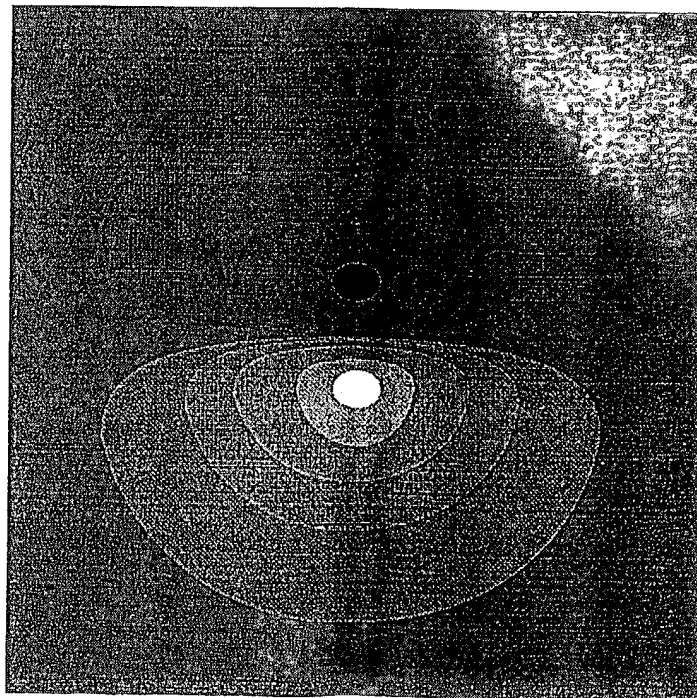


FIG. 12B

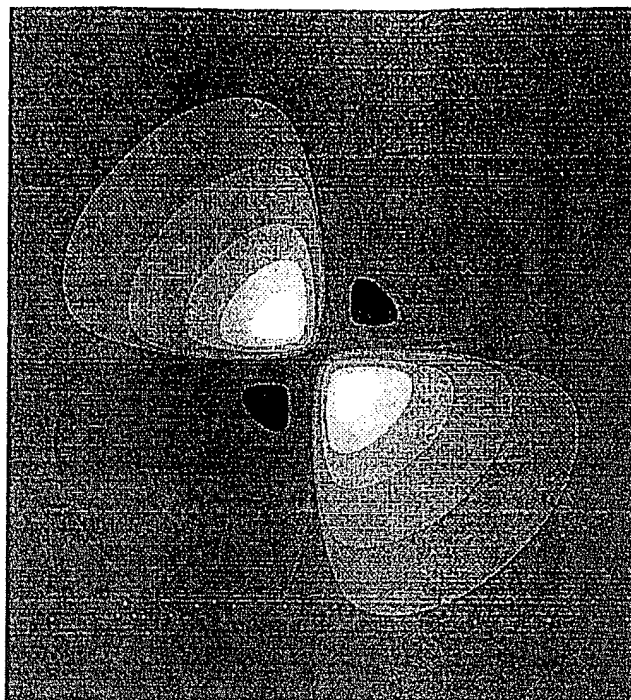


FIG. 13A

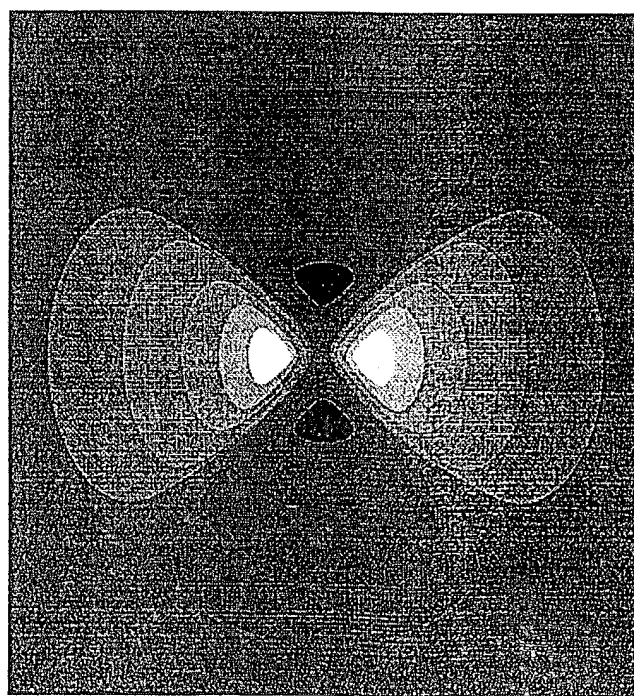


FIG. 13B

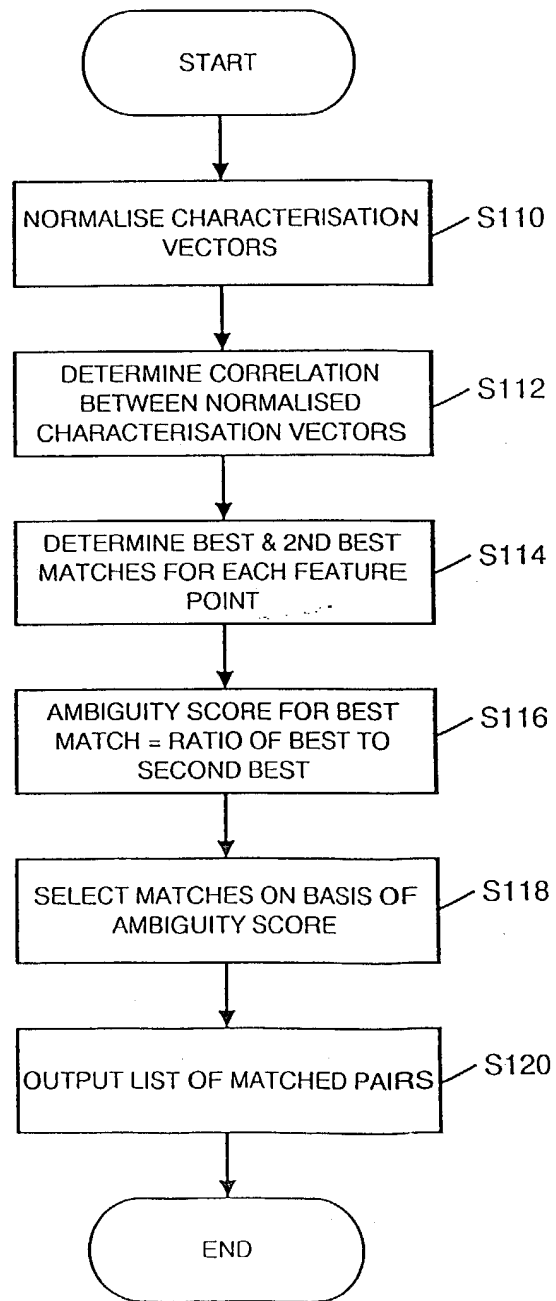


FIG. 14

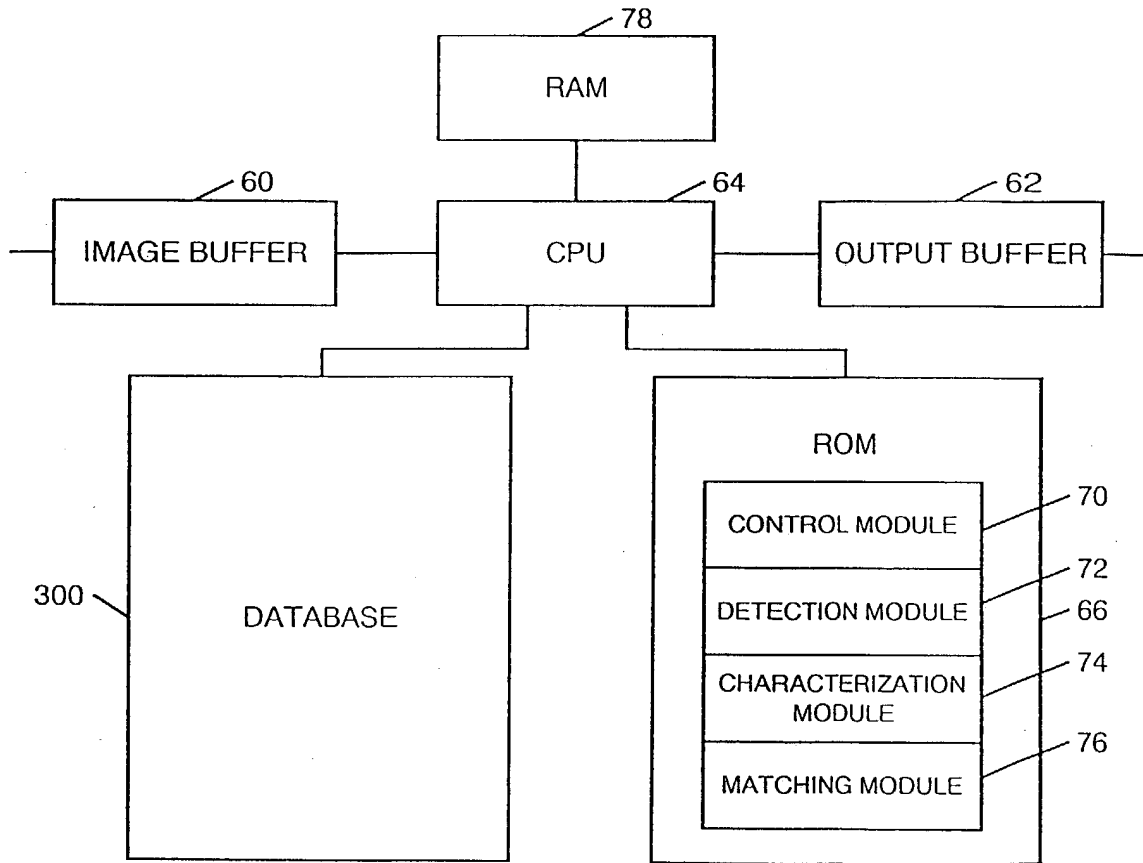


FIG. 15